

Aberforth Dumbledore's Goat Charm

Type: Charm

Effect: Keeps "horns curly and clean"

"My own brother, Aberforth, was prosecuted for practising inappropriate charms on a goat. It was all over the papers, but did Aberforth hide? No, he did not! He held his head high and went about his business as usual! Of course, I'm not entirely sure he can read, so that may not have been bravery..."—[HPatGoF]

This charm (incantation unknown) was used by Aberforth Dumbledore to supposedly keep a goat's "horns curly and clean". He was prosecuted because the charm was considered inappropriate, and the incident was reported in a number of newspapers, although Aberforth was unperturbed - because he perhaps could not read.

Opening Charm - Aberto

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See also
Unlocking Charm
Box Blasting Charm
Open Sesame
Portaberto

Incantation: Aberto
(ah-BARE-toh)
Type: Charm
Light: Blue
Effect: Opens doors

Queenie: "Aberto..."

The door remains locked.

Queenie: "Ugh. He would know a fancy spell to lock his office."—[FBaWtFT]

The Opening Charm (Aberto) is a charm which unlocks doors. Probably a shortened version of "Portaberto" (door open), a more violent form of Unlocking Charm used before "Alohomora" was invented (BoS).

Summoning Charm - Accio

Incantation: Accio (ACK-see-oh)+

Type: Charm

Wand movement: Upper-half circle

Light: None

Effect: Summons an object

"And then he heard it, speeding through the air behind him; he turned and saw his Firebolt hurtling towards him around the edge of the woods, soaring into the enclosure, and stopping dead in mid-air beside him, waiting for him to mount."—[HPatGoF]

"I just did a Summoning Charm. You know—Accio. And . . . they zoomed out of Dumbledore's study window right into the girls' dormitory."—[HPatDH]

"'Accio! Accio! Accio!' she shouted, and toffees zoomed from all sorts of unlikely places, including the lining of George's jacket..."—[HPatGoF]

The Summoning Charm (Accio) is a charm that summons an object toward the caster. It is able to summon objects in direct line of sight of the caster, as well as things out of view, by calling the object aloud after the incantation (unless the spell is cast nonverbally).

This spell needs thought behind it, and the object must be clear in the caster's mind before trying to summon it. The opposite charm of the Summoning Charm is the Banishing Charm.

The Summoning Charm is one of the oldest known to wizarding society. This spell's most famous use was, according to Miranda Goshawk, by the Accionites and their leader, Gideon Flatworthy.

Age Line

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Type: Charm

Light: Blue

Effect: Prevents people above or below a certain age from access to a target

"To ensure that no underage student yields to temptation, —said Dumbledore, 'I will be drawing an Age Line around the Goblet of Fire once it has been placed in the Entrance Hall. Nobody under the age of seventeen will be able to cross this line.'—[HPatGoF]

"A thin golden line had been traced on the floor, forming a circle ten feet around it in every direction."—[HPatGoF]

The Age Line (incantation unknown) is a charm used to prevent people above or below a specified age from accessing a specific object or place.

An Age Line is a thin golden line drawn on a floor.

Water-Making Spell - Aguamenti

See also
Aqua Eructo
Eublio Jinx
Fountain of wine
Orb of Water
Refilling Charm
Snowflake-making spell

Incantation: Aguamenti
(AH-gwah-MEN-tee)
Type: Charm, Conjunction
Wand movement: Horizontal 'S'
Light: Icy blue
Effect: Conjures water

"The Water-Making Spell conjures clean, drinkable water from the end of the wand. Thus, with the Water-Making Spell the trained wizard is never without a source of water, whether they're refilling their goblet at dinner, or managing a minor eyebrow fire after a carelessly-cast Fire-Making Spell."—[Book of Spells]

The Water-Making Spell, also known as the Aguamenti Charm (Aguamenti) is a charm that conjures a jet of clean, drinkable water from the tip of the caster's wand. This spell, in addition to being a charm, can also be classified as conjuration, an advanced form of Transfiguration.

Depending on the caster's concentration and intentions, this charm can be anything from a simple jet of water to a wave.

This spell is useless against Fiendfyre, a spell that conjures cursed flames, as the water conjured from this spell will instantly evaporate on contact with the dark fire.

Volate/Alarte Ascendare

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See also
Vaulting Charm
Levitation Charm
Hover Charm
Rocket Charm

Incantation: Alarte Ascendare:
(a-LAR-tay a-SEN-der-ay)
Type: Charm
Wand movement: Brandish wand
Light: Red
Effect: Rockets target upward

"'Allow me!' shouted Lockhart. He brandished his wand at the snake and there was a loud bang; the snake, instead of vanishing, flew ten feet into the air and fell back to the floor with a loud smack."—[HPatCoS]

Alarte Ascendare is the incantation of a charm used to launch an object up into the air.

Albus Dumbledore's Forceful Spell

Type: Spell

Wand movement: Flick wand

Light: None

Effect: Great force, Reveal Horcruxes location (possibly)

"Dumbledore flicked his own wand: the force of the spell that emanated from it was such that Harry, though shielded by his golden guard, felt his hair stand on end as it passed and this time Voldemort was forced to conjure a shining silver shield out of thin air to deflect it. This spell, whatever it was, caused no visible damage to the shield, though a deep, gong-like note reverberated from it-an oddly chilling sound."

—[HPatOotP]

This spell was used by Dumbledore in the Ministry of Magic, during the Battle of the Department of Mysteries on 18 June 1996, when he was duelling with Lord Voldemort.

Theory

Albus Dumbledore's forceful spell is a spell of his own invention intended to reveal the number of times one's soul has been split and detached and possibly even the location of those split soul fragments.

It's like a weird version of Homenum Revelio but for souls. Spiritus Revelio maybe but in Aramaic. A Horcrux detection spell.[Mugglenet]

Albus Dumbledore's Theft Sensory Spell

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Type: Spell

Effect: Reveals if an item had been stolen

"And sure enough, a faint rattling could be heard from inside it. For the first time, Riddle looked frightened. 'Open the door,' said Dumbledore."—[HPatHBP]

This spell (incantation unknown) was used by Albus Dumbledore when he visited Tom Riddle in Wool's Orphanage in 1938.

The spell causes a faint rattling sound if an object or objects is in possession of someone other than their owner. Once the stolen objects are removed from the thief's possession, the faint rattling sound stops.

9 Albus Dumbledore's Unidentified Charm on the Mirror of Erised

Type: Charm

Effect: Hide the Philosopher's Stone within the Mirror of Erised

Creator: Albus Dumbledore (presumably)

"You see... Only a person who wanted to find the stone. Find it, but not use it, would be able to get it, otherwise they'd just see themselves making gold or drinking Elixir of Life."—[HPatPS]

This charm (incantation unknown) was placed on the Mirror of Erised by Albus Dumbledore during the 1991-1992 school year to protect the Philosopher's Stone.

The charm bewitched the Mirror to hold the Philosopher's Stone, where the only one who could retrieve it from the Mirror would be one who wanted to find the stone but not use it or have it used.

Unlocking Charm - Alohomora

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See also
Annihilare
Aberto
Dunamis
Liberare
Emancipare
Open Sesame
Portaberto

Incantation: Alohomora
(ah-LOH-ho-MOR-ah)
Type: Charm
Wand movement: Reverse 'S'
Light: Invisible, blue, yellow, or purple
Effect: Unlocks objects

"Oh, move over," Hermione snarled. She grabbed Harry's wand, tapped the lock, and whispered, "Alohomora!" The lock clicked and the door swung open"—[HPatPS]

*"There are many ways to pass through locked doors in the magical world (see the Fire-Making Spell, Gouging Spell, and the Reductor Curse) where you wish to enter or depart discreetly, however, the Unlocking Charm is your best friend."
—[Book of Spells]*

The Unlocking Charm (Alohomora), also known as the Thief's Friend, is a charm that unlocks objects such as doors or windows. It is also able to open doors locked by the Locking Spell (Colloportus), and as such, act as its counter-charm. The Anti-Alohomora Charm can be used to prevent this charm from working on a locked target.

The Unlocking Charm had its origins in Africa, whereupon it was called the Thief's Friend. The first known person to have mastered the charm was an Ancient African sorcerer, who taught it to thief Eldon Elsrickle during the latter's trip to the continent in the 17th century. Upon returning to his native Britain, Elsrickle used it to terrorise London, stealing from homes of Muggles and wizards alike, until Blagdon Blay invented the Anti-Alohomora Charm. Before he died, Elsrickle gave knowledge of the Unlocking Charm in exchange for his freedom on the infrequent occasions he broke into a magical household, resulting in the spell being widespread in the country.

Amato Animo Animato Animagus

Incantation: Amato Animo Animato Animagus

(ah-MAH-toh ah-NEE-moh ah-nee-MAH-toh an-ah-MAY-jus)

Type: Transfiguration

Wand movement: Place wand tip over caster's heart

Light: Golden

Effect: Used as part of the ritual to become an Animagus

While the incantation is necessary for the process, it is not all that is needed to become an Animagus, with the full process requiring proficient skills in transfiguration and potions, and also a remarkable amount of patience.

The incantation has to be recited at sunrise and sundown, every day before the consumption of the Animagus potion. The incantation is also recited just prior to the consumption of the potion, which has to take place just after a lightning storm started. The incantation is recited while placing the wand's tip over one's heart.

As the potion can only be consumed during a lightning storm, prospective Animagi might have to recite the incantation for weeks, months, and even years. Failure to adhere to the daily recitations of the incantation will result in failure of becoming a fully functional Animagus, though the precise consequences are unclear.

"becoming an Animagus is about as dangerous and unpredictable as a midnight stroll in the Forbidden Forest..."

Definition: An Animagus is a witch or wizard who can transform at will into an animal.

Notable Animagi: Minerva McGonagall, Rita Skeeter, James Potter, Sirius Black, Peter Pettigrew

The first recorded Animagus was Ancient Greek wizard Falco Aesalon—he could turn into a falcon.

Transfiguration is a form of spell-casting, whereas becoming an Animagus is forever. You cannot choose your Animagus animal. an Animagus is closely linked to your personality. Your Animagus and Patronus animal can be the same. Your Animagus may embody a distinguishing feature of your human self. You do not adopt the life span of the animal you become.

Step-by-Step Guide to Animagus transformation

Step 1: Do your homework...in Transfiguration and Potions at least. Becoming an Animagus requires a witch or wizard to be skilled in both these areas in order to stand a chance of achieving such a complex transformation.

Step 2: Carry a single Mandrake leaf in your mouth...for an entire month - from full moon to full moon to be precise. Yes, seriously. If you swallow the leaf or remove it from your mouth at any point, you have to start the whole thing again. You then have to find a 'small crystal phial that receives the pure rays of the moon', put your saliva-filled leaf inside, and add one of your own hairs.

Step 3: Add a silver teaspoon of dew from a place that neither sunlight nor human feet have touched...for a full seven days. you then have to add the chrysalis of a Death's-head Hawk Moth to the crystal phial as well. Then put 'this mixture in a quiet, dark place' and leave it alone until the next electrical storm. And really leave it alone - don't even look at it. Don't even think about looking at it.

Step 4: While waiting for the storm, you must place your wand tip over your heart... every sunrise and sundown and speak the following incantation: 'Amato Animo Animato Animagus'. If you keep repeating your incantation, 'there will come a time when, with the touch of the wand-tip to the chest, a second heartbeat may be sensed.' Don't change anything! Keep going. Keep waiting for that storm!

Step 5: As soon as lightning appears in the sky, go to the place where you've hidden your crystal phial. At last! If you've done everything right then you will 'discover a mouthful of blood-red potion inside it.' Then move somewhere where you aren't going to alarm anyone or place yourself in physical danger during your transformation. An Animagus transformation party is definitely a bad idea.

Step 6: Place your wand-tip against your heart and speak... the incantation 'Amato Animo Animato Animagus' and drink the potion. You will then feel fiery pain - lucky you - and an intense double heartbeat.

Step 7: The shape of the creature into which you will shortly transform will appear... in your mind. The instructions then warn: 'You must show no fear/ It is too late now, to escape the change you have willed'.

Step 8: When your transformation is complete you are strongly advised to pick up your wand... and hide it somewhere safe, so you can find it post-transformation. To return to human form, visualise your human self as clearly as you can. Don't worry if you don't change back immediately, 'with practice, you will be able to slip in and out of your animal form at will, simply by visualising the creature'. Once you're an advanced Animagus, you should be able to transform without your wand.

The (many) things to be wary of... When the process of becoming an Animagus goes wrong, it often goes seriously wrong.

The first transformation is usually 'uncomfortable and frightening. Clothing and items such as glasses or jewellery meld to the skin and become one with fur, scales or spikes.'

When you first transform, try to avoid panicking otherwise the animal mind 'may gain the ascendancy' and you could do something stupid or dangerous.

'Generally, wizards prefer to have their clothes Transfigure with them, to escape the embarrassment of reappearing naked'.

Don't forget to log your personal details and Animagus appearance on the Animagus Registry. Failure to do this might land you in Azkaban prison."—[WW]

Anapneo

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Incantation: Anapneo (ah-NAP-nee-oh)

Type: Healing spell, Vanishment

Wand movement: Point wand at target

Effect: Clears target's airway

"Belby had just taken a large mouthful of pheasant; in his haste to answer Slughorn he swallowed too fast, turned purple and began to choke. Anapneo, said Slughorn calmly, pointing his wand at Belby, whose airway seemed to clear at once."—[HPatHBP]

Anapneo is the incantation of a healing spell that clears the target's breathing airway by vanishing whatever the target is choking on.

Annihilare

See also
Alohomora
Dunamis
Emancipare
Liberare

Incantation: Annihilare
(A-nee-he-LARE-eh)
Type: Spell
Effect: Opens (or maybe even destroys,
given the etymology) doors

Annihilare is the incantation of a door-opening spell. The topmost cell of the Dark Tower is charmed to resist this spell.

See also
Herbifors
Horn-growing spell
Horn tongue hex
Insect Jinx

Incantation: Anteoculatia
(an-tee-oh-kyoo-LAY-chee-ah)
Type: Dark charm
Wand movement: upwards diagonally
(slightly right)form a small spiral
Light: Red or Purple Effect: Grows antlers
on head

"Pansy Parkinson, to Hermione's delight, missed all her lessons the following day, as she had sprouted antlers."—[HPatOotP]

Anteoculatia is the incantation of a dark charm that grow antlers on the head of the target.

The spell can either refer to "buckskin", or buck-like attributes appearing. Or, more vaguely, refers to something above the eyes- where the spell appears to target.

Anti-Alohomora / Unlocking Charms

Type: Charm

Wand movement:

Light: None

Effect: Renders unlocking spells useless

Creator: Blagdon Blay (early 1600s)

*"'Christmas before last Sirius gave me a knife that'll open any lock,' said Harry.
'So even if she's bewitched the door so Alohomora won't work, which I bet she has—"
—[HPatOotP]*

The Anti-Alohomora Charm (incantation unknown) is an anti-unlocking charm, that acts as a counter-charm to the Unlocking Charm.

This spell was invented by Blagdon Blay, sometime in the early 17th century. His house had been broken into nineteen times through use of the Unlocking Charm (Alohomora), and so he invented this spell to counteract it.

These spells are charms used to counteract the effects of Alohomora and presumably other opening spells such as Annihilare, Dunamis, Emancipare, Liberare, and another, unidentified spell.

However, doors protected with these spells are still potentially vulnerable to physical force,

Anti-Apparition Charm

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Type: Charm

Effect: Prevents Apparition into an area

"Because the castle's protected by more than walls, you know, said Hermione. 'There are all sorts of enchantments on it, to stop people entering by stealth. You can't just Apparate in here.'—[HPatPoA]

The Anti-Apparition Charm (incantation unknown) is a charm that prevents people from Apparating into an area. It was cast on the entire castle and grounds of Hogwarts School of Witchcraft and Wizardry long ago, and can only be lifted by the Headmaster of the time.

Anti-Cheating Spell

Type: Charm

Light: Purple

Effect: Prevents cheating

"They had been given special, new quills for the exams, which had been bewitched with an Anti-Cheating spell."—[HPatPS]

"Now, I must warn you that the most stringent Anti-Cheating Charms have been applied to your examination papers."—[HPatOotP]

The Anti-Cheating Spell, also known as the Anti-Cheating Charm, (incantation unknown) is a charm that prevents a person from cheating on a test or exam.

Anti-Disapparition Jinx

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Type: Jinx

Effect: Prevents Disapparition within a certain area

"If you proceed downstairs into the Department of Mysteries, Cornelius...you will find several escaped Death Eaters contained in the Death Chamber, bound by an Anti-Disapparation Jinx and awaiting your decision as to what to do with them."—[HPatOotP]

The Anti-Disapparition Jinx (incantation unknown) is used to prevent Disapparition in an area for a time. Presumably, it can be used to aid in trapping a victim within an area. It can also be used to protect an area or to trap prey.

Anti-Intruder Jinx

Type: Jinx

Effect: Repels intruders

Harry Potter: *"I could climb a wall."*

Nymphadora Tonks: *"No, you couldn't. Anti-intruder jinxes on all of them. Security's been tightened a hundredfold this summer."*

Harry Potter: *"Well then, I suppose I'll just have to sleep out here and wait for morning."*—[HPatHBP]

The anti-intruder jinx (incantation unknown) is a jinx placed in an environment to prevent intruders from entering an area.

Anti-Jinx

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Type: Spell

Effect: Prevents the effects of a jinx

"Oh, it's a simple enough anti-jinx, but it's not so much having to repair the damage, it's more the attitude behind the vandalism, Harry. Muggle-baiting might strike some wizards as funny, but it's an expression of something much deeper and nastier, and I for one —" [HPatOotP]

An anti-jinx is a type of spell that is used to reverse Jinxes

Anti-Theft Charm

See also
Thief's Curse

Type: Charm
Effect: Prevents objects from being
summoned by anyone but the owner

"Most magical objects are now sold carrying anti-theft devices that will prevent them from being summoned by anyone but the owner."—[Book of Spells]

An anti-theft charm (incantation unknown), also known as an anti-theft device, is a charm that prevents summoning the charmed object by anyone but the object's owner. For security purposes, most magical objects sold in modern times are enchanted with such a spell.

Antonin Dolohov's Curse

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Type: Curse

Wand movement: Slashing movement

Light: Purple fire

Effect: Injuries capable of killing

"But the Death Eater Hermione had just struck dumb made a sudden slashing movement with his wand from which flew a streak of what looked like purple flame. It passed right across Hermione's chest; she gave a tiny "oh!" as though of surprise and then crumpled onto the floor."—[HPatOotP]

This curse (incantation unknown) is cast using "a sudden slashing movement with the wand," causing a streak of purple flame to strike the target. This curse causes major injuries, and if performed with enough power, has the capacity to kill.

Revealing Charm - Aparecium

See also
Revelio Charm
Specialis Revelio
Scarpin's Revelaspell
Human-presence-revealing Spell

Incantation: Aparecium
(AH-par-EH-see-um)
Type: Charm
Wand movement: Tap target
Light: White
Effect: Reveals hidden writing

"The Revealing Charm will reveal invisible ink and messages hidden by magical means. Simply tap a book or parchment with your wand and any hidden message will be revealed. This spell is more than sufficient to overcome the basic concealing charms and so is a favourite of parents and teachers alike."—[Book of Spells]

The Revealing Charm (Aparecium) is a charm that reveals secret messages written in invisible ink, or any other hidden markings written using other means such as Concealing charms.

Tracking Spell - Appare Vestigium

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See also
Human-presence-revealing spell
Trace Charm

Incantation: Appare Vestigium:
(ah-PAR-ayves-TEE-jee-um)

Type: Charm

Light: Swirl of gold

Effect: Reveals traces of magic, including
footprints and track marks

The tracking spell (Appare Vestigium) is a charm that reveals and illuminates traces of recent magical activity and shows magical footprints and track marks in an area.

Magical Transportantion - Apparition/Disapparition

Incantation: None
Type: Magical transportation
Wand movement: Turn on the spot
Light:
Effect: Instantly transports user

Apparition is a magical form of transportation, in which the user travells instantly from one location to another, without traversing the space in-between. This is accomplished by having the user focus on a desired location in their mind and then purposely disappearing from where they are, to reappear at the desired location. Apparition is by far the fastest way to get to a desired destination, but is tricky to pull off correctly and disastrous if botched.

The ability to Apparate is a relatively advanced skill for wizards, but other magical creatures are capable of disappearing and reappearing of their own volition as well, such as house-elves and Diricawls.

"The important things to remember when Apparating are the three D's! Destination, Determination, Deliberation!"—[HPathBP]

The Three Ds: Destination, Determination and Deliberation. One has to be completely determined to reach one's destination, and move without haste, but with deliberation. This type of transportation can cause an audible noise, ranging from a small pop, to a loud crack that may sound to Muggles like a car backfiring

Apparition is called Disapparition from the point of view of someone at the place being left, and Apparition from the point of view of someone at the destination, much like the words "disappear" and "appear".

Apparition has a range-limit, and becomes increasingly difficult with the distance to be travelled. It is advised that inter-continental Apparition should only be attempted by the most highly skilled of wizards, otherwise risking splinching, severe injury, and death.

"Harry felt Dumbledore's arm twist away from him and re-doubled his grip: the next thing he knew everything went black; he was pressed very hard from all directions; he could not breathe, there were iron bands tightening around his chest; his eyeballs were being forced back into his head; his ear-drums were being pushed deeper into his skull."—[HPatHBP]

A variant of Apparition used to transport two or more individuals at once is called Side-Along Apparition. This method can be used by adults seeking to transport underage wizards, or licenced individuals can use this method to transport an injured party. To perform this version of Apparition, the more able party will Apparate with the other party holding onto an arm.

Creature Apparition

"With a crack like a whip, Dobby vanished."—[HPatCoS]

House elves can Apparate, including where wizards are prevented from doing so.

"There was a flash of fire and the phoenix had gone."—[HPatOotP]

Phoenixes are capable of a form of Apparition, disappearing and reappearing by a flash of flames. Like the variant demonstrated by house-elves, phoenixes are not hampered by any restrictions that normally prevents wizards from doing so, and they can bring other people along with them.

"A Diricawl waddles in the foreground followed by its constantly Apparating chicks."
—[FBaWtFT]

The *Diricawl* is a magical species of bird that can disappear from one location and reappear in another, similar to how a wizard is able to Apparate.

Aqua Eructo

See also
 Conjunction
 Ebublio Jinx
 Water-Making Spell

Incantation: Aqua Eructo
 (A-kwa ee-RUCK-toh)
 Type: Charm
 Wand movement: Point wand
 Light: Ice-blue
 Effect: Jet of water

Aqua Eructo is the incantation of a charm that can be used to create a spout of water from the tip of the wand. The intensity of the water flow can be anything from a thin fountain to an immense, powerful and destructive jet.

This water can be used for a variety of purposes, such as extinguishing fires (including *dragon fire*), extinguishing the flames within *Fumos Bat Flamers*, cooling off fiery beasts like *Fire Dwelling Salamanders* and *Blast-Ended Skrewts*, although it is most often used to extinguish flames, as above noted.

This spell works particularly well with the similarly water-based Ebublio Jinx when both used in tandem when dealing with certain fiery beasts.

Aqua Eructo Duo

Incantation: Aqua Eructo Duo
 Type: Charm
 Light: Icy-blue
 Effect: Stronger variation of Aqua Eructo

Aqua Eructo Duo is the incantation of a stronger variation of Aqua Eructo, a charm which conjures a large stream of water from the tip of the caster's wand.

Arania Exumai

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Incantation: Arania Exumai
(ah-RAHN-ee-a EX-oo-may)

Type: Charm

Wand movement: point wand at target

Light: Blue

Effect: Repels spiders

Arania Exumai is a charm used to blast away Acromantulas or other large spiders. If the spell misses and strike a stone, it will produce a large black scorch mark, and thus is not recommended for use on humans, although casting through or along a human-produce no ill effect so long as a spider is struck.

Area Spell

Type: Spell

Light: Blue

Effect: Stuns all nearby enemies

This spell (incantation unknown) is used to conjure an omni-directional shockwave that stuns all opponents in a small radius.

Arrest Spell

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Arrest spell: Type: Spell

Effect: Flings opponent into air and puts handcuffs on wrists

Seraphina Picquery: *'Arrest them!'*

A dazzling eruption of spells hits Newt, Tina, and Jacob, all of whom are slammed to their knees."—[FBtCoG]

This unidentified spell (incantation unknown) was used wandlessly by the Dark Wizard Gellert Grindelwald (then disguised via Human Transfiguration as MACUSA Department of Magical Law Enforcement head Percival Graves) against Newton Scamander, Porpentina Goldstein, and Jacob Kowalski in the Pentagram Office for letting magical beasts out in New York in late 1926, in the Pentagram Office.

Armour-Bewitching Charm

Type: Charm

Effects: Causes a Suit of Armour to sing

"the suits of armour had all been bewitched to sing carols whenever anyone passed them. [...] Several times, Filch the caretaker had to extract Peeves from inside the armour, where he had taken to hiding, filling in the gaps in the songs with lyrics of his own invention, all of which were very rude."—[HPatGoF]

The Armour-Bewitching Charm caused a suit of armour at Hogwarts to sing Christmas carols.

This charm was used as part of the Christmas decorations in 1994.

Slowing Charm - Arresto Momentum

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See also
Freezing Charm

Incantation: Arresto Momentum
(ah-REST-oh mo-MEN-tum)

Type: Charm

Wand movement: 'M' figure

Light: None or blue

Effect: Slows or stops target's velocity

Creator: Daisy Pennifold (1711)

"Chasers were also becoming increasingly irritated by the necessity of diving continually towards the ground to retrieve the Quaffle and so, shortly after the Quaffle's change of colour, the witch Daisy Pennifold had the idea of bewitching the Quaffle so that if dropped, it would fall slowly earthwards as though sinking through water, meaning that Chasers could grab it in mid-air."—[Quidditch Through the Ages]

The Slowing Charm (Arresto Momentum) is a charm that can be used to slow the velocity of an object.

This charm was invented by the witch Daisy Pennifold in 1711 so it could be used to slow down falling Quaffles in Quidditch matches, allowing for Chasers to grab them in mid-air.

Arrow Shooting Spell

Type: Conjunction

Wand movement:

Light: None

Effect: Conjures a shooting arrow from the caster's wand

"(Appleby Arrows)...The club supporters' old practice of shooting arrows into the air from their wands every time their Chasers scored was banned by the Department of Magical Games and Sports in 1894, when one of these weapons pierced the referee, Nugent Potts, through the nose."—[Quidditch Through the Ages]

The Arrow Shooting Spell (incantation unknown) is a transfiguration spell which conjures shooting arrows from the caster's wand.

See also
Alarte Ascendare
Levioso
Levicorpus
Wingardium Leviosa

Incantation: Ascendio
(ah-SEN-dee-oh)
Type: Charm
Wand movement:
Light: None or blue
Effect: Lifts caster in air

"Newt points his wand at the ceiling. "Ascendio!" The towers rise once again from the floor, lifting Newt and the Zouwu high up into the air."—[FBtCoG]

Ascendio is the incantation of a charm which flings/lift what the Caster intend to. The charm also works underwater, propelling the caster above the surface.

Atmospheric Charm

Type: Charm

Effect: Modifies or creates certain weather conditions

"I requested somebody from Magical Maintenance to sort out my office, Cattermole. It's still raining in there."—[HPatDH]

"I'll go and sort out Yaxley's office - but how do I stop it raining?"

Try Finite Incantatem, that should stop the rain if it's a hex or curse; if it doesn't, something's gone wrong with an Atmospheric Charm, which will be more difficult to fix, so as an interim measure try Impervius to protect his belongings"—[HPatDH]

The Atmospheric Charm (incantation unknown) is a type of Weather-Modifying Charm, which is used to create certain weather condition indoors. It can be removed with Meteolojinx Recanto.

Killing Curse - Avada Kedavra

38

Incantation: Avada Kedavra

(a-VAH-dah ke-DAH-vra)

Type: Curse

Wand movement: Lightning Bolt figure

Light: Green

Effect: Instantaneous death

"A team of doctors had examined the bodies and had concluded that none of the Riddles had been poisoned, stabbed, shot, strangled, suffocated, or (as far as they could tell) harmed at all. In fact (the report continued, in a tone of unmistakable bewilderment), the Riddles all appeared to be in perfect health — apart from the fact that they were all dead."—[HPatGoF]

The Killing Curse (Avada Kedavra) is a tool of the Dark Arts and is one of the three Unforgivable Curses. When cast successfully on a living person or creature, the curse causes instantaneous and painless death, without causing any injury to the body, and without any trace of violence. The Killing Curse is accompanied by a blinding flash or jet of green light and a distinctive rushing sound when being cast.

The only known counter-spell to this curse is sacrificial protection, which uses the power of love. The Killing Curse is a conventionally unblockable curse; therefore shield charms will not be able to defend against it. However, one can dodge the green bolt, block it with a physical barrier, or by the use of Priori Incantatem. An explosion or fire csm result if the spell hits something other than a living target.

"Avada Kedavra's a curse that needs a powerful bit of magic behind it — you could all get your wands out now and point them at me and say the words, and I doubt I'd get so much as a nose-bleed."—[HPatGoF]

the Killing Curse, in addition to requiring the caster to be a very skilled witch or wizard, also requires a genuine willingness and at many times desire to commit murder

Avenseguim

Incantation: Avenseguim

(ah-ven-SEH-gwim)

Type: Charm

Light: Orange

Effect: Turns object into tracking device

Avenseguim is the incantation of a charm that turns a target object into a tracking device.

Aviatus

40

Incantation: Aviatus (ay-vee-AY-tus)

Type: Charm

Effect: Forces target to fly

Aviatus is the incantation of a charm that forces a target to fly if it is able to.

Avifors

See also
Bird-Conjuring Charm

Incantation: Avifors
(AH-vi-fors)
Type: Transfiguration, Jinx
Wand movement:
Light: Blue
Effect: Turns objects into birds

The Avifors Spell (Avifors) is a transfiguration spell that transform small objects and creatures into birds. The spell is viewed as a jinx when used to transform certain creatures into birds.

This spell can also transform certain creatures into birds, like *Dugbogs* or *Blast-Ended Skrewts*.

Bird-Conjuring Charm - Avis

42

See also
Avifors Spell
Oppugno Jinx

Incantation: Avis
(AH-viss)
Type: Charm, Conjunction
Wand movement: Two upper half-circles
(resembles simplified wings of a bird)
Light: Blue
Effect: Conjures birds

"'Avis!' The hornbeam wand let off a blast like a gun, and a number of small, twittering birds flew out of the end and through the open window into the watery sunlight."—[HPatGoF]

The Bird-Conjuring Charm (Avis) is a charm that conjures a flock of birds. Out of all of the spells used to conjure living things, The Bird-Conjuring Charm is the among the easiest, alongside the Snake Summons Spell.

The birds are shot from the caster's wand tip, accompanied by a loud blast that sounds like a gun being fired and smoke.

Babbling Curse

See also
Babbling Beverage
Langlock
Talking spell
Tongue-Tying Curse

Type: Curse
Wand movement:
Lightz; Yellow
Effect: Uncontrollable babbling

"He usually picked Harry to help him with these reconstructions; so far, Harry had been forced to play a simple Transylvanian villager whom Lockhart had cured of a Babbling Curse, a yeti with a head cold, and a vampire who had been unable to eat anything except lettuce since Lockhart had dealt with him."—[HPatCoS]

The Babbling Curse (incantation unknown) is a curse that causes uncontrollable babbling.

Backfiring Jinx

44

Type: Jinx

Effect: Gives bad case of digestive gas (possibly)

"...we got wind of a nasty backfiring jinx down in Elephant and Castle, but luckily the Magical Law Enforcement Squad had sorted it out by the time we got there."

—[HPatHBP]

The Backfiring Jinx (incantation unknown) is a jinx that possibly gives victims a bad case of digestive gas.

Badgering

Type: Transfiguration

Effect: Turns target human into a badger

"Professor McGonagall was shouting at someone who, by the sound of it, had turned his friend into a badger."—[HPatCoS]

Badgering (incantation unknown), is a transfiguration spell that turns a target into a badger.

Bar-Conjuring Spell

46

Type: Conjunction

Light: Orange

Effect: Conjures metal bars in doorways

"Bars form across the door, imprisoning them."—[FB+CoG]

This spell (incantation unknown) is capable of conjuring metal bars out of thin air in doorways, in order to imprison someone in a room or location.

Bat-Bogey Hex

Type: Jinx, Hex

Wand movement:

Effect: Transforms target's bogeys into bats that fly out of the victim's nose

Creator: Miranda Goshawk (mid-20th century)

"You've never been on the receiving end of one of her Bat-Bogey Hexes, have you?"

—[HPatOotP]

The Bat-Bogey Hex (incantation unknown) is a hex that Transforms the target's bogeys into large bats that fly out of the victim's nose and sets them to attacking his or her face.

The use of the Bat-Bogey Hex on a non-human target (such as a chicken) can be fatal, and may result in punishment by the Wizengamot.

"However, when a person's bogies turn into bats, which crawl out of their nostrils and flap away you can generally count on them shutting up long enough for you to talk for a change."—[Book of Spells]

This hex was invented by Miranda Goshawk in the mid-20th century when she was young. Growing up as the youngest of nine sisters, she often found it difficult to get her older sisters to listen to her, and sometimes relied on this spell to silence them long enough to allow her to speak.

Baubleious

48

Incantation: Baubleious (baw-BILL-ee-us)

Type: Charm

Light: White

Effect: Jet of white sparks

Baubleious is the incantation of a charm that precipitates a jet of white sparks from the tip of the wand. It can be used as an offensive duelling spell.

Beauty Spell

Type: Charm

Effect: Beautifies caster

A beauty spell (incantation unknown) is a charm that can, presumably, be used to enhance the physical beauty of the caster.

Bedazzling

50

Type: Magical Effect, Jinx, Hex

Effect: Disguises things

"...it is not a traveling cloak imbued with a Disillusionment Charm, or carrying a Bedazzling Hex, or else woven from Demiguise hair, which will hide one initially but fade with the years until it turns opaque."—[HPatDH]

The Bedazzling Hex (incantation unknown) is a hex which is used to disguise things, effectively making them invisible. It can be cast on a cloak to turn it into an invisibility cloak, though, like most invisibility cloaks, the effectiveness will wear off over time.

Bewitched Sleep

See also
Sleeping Charm

Type: Charm
Wand movement:
Effect: Causes the victim to sleep

Bewitched Sleep is a charm which causes a magically induced slumber on the target.

Bewitched Snowballs

52

Type: Charm

Wand movement:

Light: None

Effect: Bewitches snowballs to follow and harass a designated target

"...the Weasley twins were punished for bewitching several snowballs so that they followed Quirrell around, bouncing off the back of his turban"—[HPatPS]

"'Oy!' bellowed Ron, finally losing patience and sticking his head out of the window. 'I am a prefect and if one more snowball hits this window - OUCH! It's Fred and George', he said bitterly, slamming the window behind him. 'Gits...'—[HPatOotP]

Bewitched Snowballs (incantation unknown) is a charm that can bewitch snowballs so that they hone in on a designated target and continually plague them by throwing themselves at said target.

Binding Magical Contract

See also
Unbreakable Vow
Blood pact

Type: Spell
Effect: Creates an unbreakable agreement
between witches or wizards.

"Once a champion has been selected by the Goblet of Fire, he or she is obliged to see the tournament through to the end. The placing of your name in the goblet constitutes a binding, magical contract. There can be no change of heart once you have become a champion."—[HPatGoF]

A binding magical contract is a term used to denote a magically-enforced agreement.

See also
Biting doorknob
Biting kettle
Toe Biter

Type: Jinx
Effect: Caused object to bite the user

"Anyway, this time Willy's been caught selling biting doorknobs to Muggles and I don't think he'll be able to worm his way out of it because, according to this article, two Muggles have lost fingers and are now in St Mungo's for emergency bone re-growth and memory modification. Just think of it, Muggles in St Mungo's! I wonder which ward they're in?"—[HPatOotP]

"All I got were a few shrinking door keys and a biting kettle."—[HPatCoS]

"It's these—ouch—shoes my brother gave me—ow—they're eating my—OUCH—feet—look at them, there must be some kind of—AARGH—jinx on them and I can't—AAAAARGH—get them off."—[HPatOotP]

This jinx (incantation unknown), when cast upon on an object, will cause it to bite anyone who attempts to use it.

Blackboard Writing Spell

Type: Charm

Wand movement: Point wand at target

Light: None

Effect: Writes on a blackboard

"Professor Umbridge opened her handbag, extracted her own wand, which was an unusually short one, and tapped the blackboard sharply with it; words appeared on the board at once."—[HPatOotP]

The Blackboard Writing Spell (incantation unknown) is a charm used to cause words or pictures to appear on a blackboard.

Blocked Barrier

56

Type: Charm

Effect: Seals barriers

"Why can't we get through?" Harry hissed to Ron.

"I dunno —"

Ron looked wildly around. A dozen curious people were still watching them.

"We're going to miss the train," Ron whispered. "I don't understand why the gateway's sealed itself—"[HPatCoS]

Blocked Barrier is a charm (incantation unknown) that can be used to seal magical barriers and portals of the like used by witches and wizards to limit access to magical locations.

Blood Malediction

Type: Curse

Effect: A debilitating condition that can resurface in the victim's descendants

"We were capable of having children, but Astoria was frail. A blood malediction, a serious one. An ancestor was cursed...it showed up in her. You know how these things can resurface after generations..."—[HPatCC]

A Blood Malediction is a Curse carried in the blood through generations of a family, causing disease and even death.

Blood Magic

58

Type: Magical Effect

Effect: One must give own blood to open a portal/passage

"Payment? said Harry. 'You've got to give the door something?'

"Yes," said Dumbledore. 'Blood, if I am not much mistaken.'"—[HPatHBP]

Blood Magic is a magical effect created by an unknown spell whereby a sacrifice of blood is required to open a portal. A wizard seeking passage must offer some of his own blood on the portal to make it open (HBP26).

Bond of Blood

Type:

Effect: Prevents the murderer from killing a specific victim while he/she can still call specific living quarters 'home'

"Your mother died to save you. If there is one thing Voldemort cannot understand, it is love. He didn't realize that love as powerful as your mother's for you leaves its own mark. Not a scar, no visible sign... to have been loved so deeply, even though the person who loved us is gone, will give us some protection forever. It is in your very skin."—[HPatPS]

"But I knew, too, where Voldemort was weak. And so I made my decision. You would be protected by an ancient magic... I am speaking, of course, of the fact that your mother died to save you. She gave you a lingering protection... a protection that flows in your veins to this day. I put my trust, therefore, in your mother's blood. I delivered you to her sister, her only remaining relative... She took you, and in doing so, she sealed the charm I placed upon you. Your mother's sacrifice made the bond of blood the strongest shield I could give you..."

...While you can still call home the place where your mother's blood dwells, there you cannot be touched or harmed by Voldemort. He shed her blood, but it lives on in you and her sister. Her blood became your refuge. You need return there only once a year, but as long as you can still call it home, whilst you are there he cannot hurt you."—[HPatOotP]

The Bond of Blood is an extremely powerful ancient magic which is formed when a person sacrifices himself or herself for a family member, out of love. The sacrifice creates a lingering protection in the blood of the person who was saved. It is not activated, however, until the charm is actually cast, and it is not sealed and functioning until another member of the family accepts the saved person as his or her own. As with most ancient magic, the bond of blood is mysterious and very strong and is not completely understood by most wizards.

See also
Binding magical contract
Unbreakable Vow

Type: Binding magical contract
Effect: Creates a magical bond between
two people through the sharing of blood

A blood pact (incantation unknown) is a type of magically binding agreement between two parties who shares their blood. It can be made by the parties cutting their hands with their wands and interlacing them and making the desired oath. Upon doing this, two glowing drops of blood will raise from their palms and mingle into one. Thereafter, a phial will take shape around it, enclosing the drop, signifying that the deal was struck and serving as a physical manifestation of it.

Blue Fire Spell

See also
Bluebell Flames
Fire-Making Spell
Protego Diabolica

Type: Charm, Conjunction
Wand movement:
Light: Blue
Effect: Conjures blue flames

The Blue Fire Spell (incantation unknown) is a charm that conjures a jet of blue flames that can be used to set things alight and harm enemies.

Blue Sparks

62

Type: Charm

Wand movement:

Light: Blue

Effect: Jet of blue sparks

Blue Sparks (incantation unknown) is a charm that precipitates a jet of blue sparks from the tip of the wand. It can also be used offensively as a minor duelling spell. When such blue sparks are produced in large quantities, it is difficult to see or breathe when in the vicinity.

Blue Special Jinx

Type: Special Jinx

Wand movement:

Light: Blue

Effect: Provokes damage on the opponent

The blue Special Jinx (incantation unknown) is one of the four Special Jinxes, alongside the red, the yellow and the green Special Jinxes. This jinx emits a large blast of blue light from the tip of the caster's wand, which moves very fast until it hits its target. Of all the Special Jinxes this one is, by far, the fastest, which makes it nearly impossible to dodge. It is, for this reason, used in duelling.

Bluebell Flames

64

Incantation: Unknown (At least two words)

Type: Charm

Wand movement: Wave wand

Light: Bright blue

Effect: Conjures bluebell flames

"She whipped out her wand, waved it, muttered something, and sent a jet of the same bluebell flames she had used on Snape at the plant. In a matter of seconds, the two boys felt it loosening its grip as it cringed away from the light and warmth."—[HPatPS]

Bluebell Flames (incantation unknown), also known as Cold Fire, is a charm that creates magical blue flames with unique properties.

Bluebell flames are bright blue in appearance and are waterproof. Not as dangerous as real fire, these magical flames can be touched, penetrated and held without it burning the holder, though it is known to singe materials such as clothing and plants. As such, it might be safely carried in small objects, such as a jar, without the object being damaged. These unique flames can also be directed to a desired location by its caster, and return to its original position.

Exploding Charm - Bombarda

See also
Bombarda Maxima
Blasting Curse
Expulso Curse

Incantation: Bombarda (bom-BAR-da)
Type: Charm
Wand movement: Triangular motion
Light: None
Effect: Small explosion

Albus Potter: "*Bombarda?*"

Scorpius Malfoy: "*And wake up everyone in Hogwarts?*"—[HPatCC]

The Exploding Charm (Bombarda) is a charm that detonates the target in a small explosion. One use for this explosion is to blast open sealed doors or to blow bars off of windows. The incantation Bombarda Maxima is a stronger, more powerful variation of this spell.

See also
Exploding Charm
Blasting Curse
Expulso Curse

Incantation: Bombarda Maxima
(bom-BAR-da MAKs-ee-ma)
Type: Charm
Wand movement: Point wand at target
Light: White
Effect: Powerful explosion

Bombarda Maxima is the incantation used for the strongest variation of the Exploding Charm. It provokes large, violent explosions capable of demolishing entire walls.

Brachiabindo

See also
Invisible ropes spell
Incarcerous Spell
Fulgari

Incantation: Brachiabindo
(brah-kee-ah-BIND-do)
Type: Jinx
Wand movement:
Light: None
Effect: Binds target

Brachiabindo is the incantation of a jinx which can be used to bind an opponent with invisible ropes. It can be countered with Emancipare.

Brackium Emendo

68

Incantation: Brackium Emendo (BRAH-kee-um eh-MEN-doh)

Type: Healing spell, Charm

Wand movement: Point wand at target

Light: Blue

Effect: Removes bones

"As Harry got to his feet, he felt strangely lopsided. Taking a deep breath he looked down at his right side. What he saw nearly made him pass out again. Poking out of the end of his robes was what looked like a thick, fleshcoloured rubber glove. He tried to move his fingers. Nothing happened. Lockhart hadn't mended Harry's bones. He had removed them."—[HPatCoS]

Brackium Emendo is the incantation of a healing spell that can be used to heal bones. It is unknown if this particular spell is a legitimate healing spell or just a variation of one.

If the spell is executed improperly, the targeted bones will vanish rather than repair. If such an incident occurs, the potion Skele-Gro can be used to re-grow said bones.

Braking Charm

See also
Horton-Keitch Braking Charm
Slowing Charm

Type: Charm
Effect: Helps broomsticks stop

"The Firebolt has an acceleration of 150 miles an hour in ten seconds and incorporates an unbreakable Braking Charm."—[HPatPoA]

The Braking Charm is a charm that is placed on broomsticks to help them stop faster. The Firebolt has an "unbreakable Braking Charm" placed on it. It may also be, or related to the Slowing Charm, given that they both slow or stops the momentum of the target.

Bravery Charm

70

Type: Charm

Effect: Enhances teammates against foes

The Bravery Charm (incantation unknown) is a charm that enhances the performance of teammates when they are facing certain foes.

Bridge-Conjuring Spell - | - Bridging Charm

Type: Conjunction

Wand movement: Wave wand

Light: None

Effect: Conjures bridges

"However, these brothers were learned in the magical arts, and so they simply waved their wands and made a bridge appear across the treacherous water."

—[The Tales of Beedle the Bard]

This transfiguration spell (incantation unknown) is used to conjure and create a bridge

Type: Charm

Effect: Allows passage from one point to another

"...all have caused flurries of excitement, with crowd members scrambling for autographs and even casting Bridging Charms to reach the VIP boxes over the heads of the crowd." [QWC]

Bridging Charms are used to create pathways - over rivers or people

Type: Jinx

Effect: Makes a broomstick attempt to buck its rider off

"His broom gave a sudden, frightening lurch. For a split second, he thought he was going to fall. He gripped the broom tightly with both hands and knees. He'd never felt anything like that. It happened again. It was as though the broom was trying to buck him off."—[HPatPS]

This jinx (incantation unknown), is used to make broomsticks try to throw their riders off through a variety of means such as sudden lurches and violent swishing movements.

Constant eye contact is required for this spell to be successful; if broken, the spell ceases to work.

Broom-Caring Charms

Type: Charms

Effect: Maintain broomsticks

Broom-caring charms are a family of charms used in the maintenance of flying broomsticks.

Known broom-caring charms

Charm to Cure Reluctant Reversers

Charm to Cure Reluctant Reversers

Type: Charm

Wand movement:

Light: Golden

Effect: Enhances a broom's ability to reverse

The Charm to Cure Reluctant Reversers (incantation unknown) is a charm used in broom care, which presumably enhances a broom's ability to reverse.

Bubble-Head Charm

74

Type: Charm

Wand movement:

Light: None

Effect: Creates bubble protecting the head

"Harry looked up and saw Cedric swimming toward them. There was an enormous bubble around his head, which made his features look oddly wide and stretched."—[HPatGoF]

The Bubble-Head Charm (incantation unknown) is a charm that produces a bubble around the head of the caster, giving them a continuous supply of oxygen, allowing them to breathe where they could not otherwise.

It is the most effective spell for breathing underwater or in any environment where fresh air is at a premium, allowing one a supply of oxygen.

Bubble Spell

See also
Eublio Jinx

Type: Magical Effect, Conjuraton
Wand movement:
Light: None
Effect: Creates a stream of non-bursting
bubbles

"...Professor Flitwick, who had golden bubbles blossoming out of his wand and was trailing them over the branches of the new tree."—[HPatPS]

The Bubble Spell (incantation unknown) is used to conjure a stream of non-bursting bubbles from the tip of the wand.

Hair Loss Curse - Calvorio

76

See also
Instant scalping hex

Incantation: Calvorio
(cal-VOR-ee-oh)
Type: Curse
Light: Red or Purple
Effect: Removes victim's hair

"Curses and Counter-Curses (Bewitch Your Friends and Befuddle Your Enemies with the Latest Revenges: Hair Loss, Jelly-Legs, and Much, Much More) by Professor Vindictus Viridian."—[HPatPS]

The Hair Loss Curse (Calvorio) is a curse that removes the victim's hair or headdress.

This spell is one of the many dark charms covered in *Curses and Counter-Curses*, a Dark Arts book written by Professor Vindictus Viridian, along with other curses such as the Jelly-Legs Curse or Tongue-Tying Curse.

Cantis

Incantation: Cantis (CAN-tis)

Type: Charm

Wand movement:

Light: Pink

Effect: Makes target sing

Cantis is the incantation of a charm used to make the target break out in song.

Extension Charm - Capacious Extremis

78

Incantation: Capacious extremis (ca-PAY-shus ex-TREEM-us)

Type: Charm

Effect: Increases interior space of object

"'Undetectable Extension Charm.' Said Hermione. 'Tricky, but I think I've done it okay; anyway, I managed to fit everything we need in here.'—[HPatDH]

The Extension Charm (Capacious extremis) is a charm that expands the internal dimensions of an object without affecting the external dimensions, enhancing its capacity, and rendering its contents lighter. This charm is advanced magic and heavily controlled by the Ministry.

The charm magically disguises itself so that no one but the caster (and those the caster confided about the charm in) can realise that this spell has been cast over the object, even if they were experiencing it.

Seize and Pull Charm - Carpe Retractum

Incantation: Carpe Retractum (KAR-pay ruh-TRACK-tum)

Type: Charm

Wand movement: V-shape

Light: Orange or Purple

Effect: Pulls something towards the caster or vice versa

The seize and pull charm, also known as the Carpe Retractum Spell (Carpe Retractum), is a charm that produces a magical, retractable cord of light, that can be used to pull objects towards the caster, or, if the target is fixed in place, to pull the caster towards the target.

In order to successfully connect the charm, the target must be in direct line of sight of the caster, as well as being relatively nearby. Once connected, the caster can pull on the rope with their wand, quickly retracting it.

Objects that are not fixed in place will be pulled towards the caster. If the target is immovable, then the retracting rope will swiftly drag the caster towards the object. Being pulled in this manner enables the caster to traverse through the air or over large gaps.

While the charm is generally used on inanimate objects, it can also be used on living things such as Bubotubers and Erklings.

Cascading Jinx

80

Type: Jinx

Light: Blue

Effect: Attacks multiple enemies

The Cascading Jinx (incantation unknown) is a jinx used to attacking multiple opponents in close proximity to each other. When cast, the spell erupts into an explosion, hitting everything within the range set by the caster.

Caterwauling Charm

Type: Charm

Effect: Sets off a high-pitched shriek if entered

"The air was rent by a scream... It tore at every nerve in Harry's body, and he knew immediately that their appearance had caused it."—[HPatDH]

The Caterwauling Charm (incantation unknown) is a charm that sets off a loud wailing noise when an unauthorized person enters the target area.

Cauldron to Sieve

82

Type: Transfiguration

Effect: Turns a cauldron into a sieve

Cauldron to Sieve (incantation unknown) is a Transforming spell that transfigures cauldrons into sieves.

Cave Inimicum

Incantation: Cave inimicum (CAH-vay uh-NIM-i-kuhm)

Type: Charm

Wand movement: Upward flourish, half-spiral

Light: None (haze)

Effect: Concealment

"'Cave Inimicum,' Hermione finished with a skyward flourish. 'That's as much as I can do. At the very least, we should know they're coming, I can't guarantee it will keep out Vol...'—[HPatDH]

Cave inimicum is the incantation of a protective charm that produces a boundary that keeps the caster hidden from view. Those who are on the other side of the shield are not be able to see, hear or if the spell is well cast, smell them.

Greenhouse Charm - Celescere

84

Incantation: Celescere

Type: Charm

Effect: Helps grow plant-based potion ingredients

The Greenhouse Charm (Celescere) is a charm that helps the growth of plant-based potion ingredients in greenhouses.

Checking Charm

Type: Charm

Effect: Checks objects for concealed features hidden by magical means.

Checking Charms (incantation unknown) are charms used to determine whether a particular object are concealing things from view or to otherwise expose any obfuscated, inherent magical properties they might have.

Cheering Charm

86

Type: Charm

Wand movement:

Light: None

Effect: Creates joy

Creator: Felix Summerbee

"The Cheering Charms had left them with a feeling of great contentment."—[HPatPoA]

The Cheering Charm (incantation unknown) is a charm that makes the target feel elated. When the charm is overdone, it can cause the victim to be overcome with fits of hysterical laughter.

The charm was invented by Felix Summerbee sometime between the mid-15th century and 1508.

Choking Spell

Type: Dark charm

Effect: Blocks the victim's airways as though strangled by invisible hands

This is a spell (incantation unknown), that magically constricts the neck of the target in order to deprive them of the ability to breathe, blocking their airways as though strangling them with invisible hands. Due to its exclusively harmful effect, it can be presumed this is dark magic.

Christmas Decoration-Conjuring Spell

88

Type: Conjunction

Light: White

Effect: Conjures Christmas decorations

This spell (incantation unknown) is used to conjure Christmas decorations.

Circumrota

Incantation: Circumrota (SIR-cum-roh-tuh)

Type: Charm

Effect: Rotates an object

Circumrota is the incantation of a charm that can be used to turn or rotate objects.

Box Blasting Charm - Cistem Aperto

90

Incantation: Cistem Aperio (SEES-tem a-PAIR-ee-oh)

Type: Charm

Wand movement:

Light: White

Effect: Opens chests

The Box Blasting Charm (Cistem Aperio) is a charm that is used to blast open trunks, chests, boxes, or other containers.

Clothing-Animation Spell

Type: Dark charm

Light: None

Effect: Animates clothing

"...rescuing Ron from an ancient set of purple robes that had tried to strangle him when he removed them from their wardrobe."—[HPatOotP]

This spell (incantation unknown) can be used to animate items of clothing, which can be controlled by their wearer. The clothes' actions might be directed by the spell's caster or they might act of their own accord.

Locking Spell - Colloportus

Incantation: Colloportus (cull-low-PORE-tus)

Type: Charm

Wand movement: right > left > down

Light: None

Effect: Locks doors

"'Colloportus!' gasped Hermione and the door sealed itself with an odd squelching noise."—[HPatOotP]

"'Colloportus!' shouted Harry, and he heard three bodies slam into the door on the other side."—[HPatOotP]

The Locking Spell (Colloportus) is a charm that lock doors, making it so that they can not be opened manually. The door can be unlocked with the use of a key or unlocking spell.

This charm is featured in The Standard Book of Spells, Grade 1 and its counter-charm is the Unlocking Charm (Alohomora)

Stickfast Hex - Colloshoo

See also
Trip Jinx
Leg-Locker Curse
Jelly-Legs Curse
Epoximise

Incantation: Colloshoo (CAWL-low-shoo)
Type: Hex
Wand movement: right > up > left (shape
resembles a shoe)
Light: Yellow
Effect: Sticks shoes to floor

The Stickfast Hex (Colloshoo) is a hex that sticks the target's shoes to the ground, causing them to trip if they attempt to move.

Colour Change Charm - Colovaria

94

See also
Crinus Muto
Multicorfor's Spell
Flashing paint charm

Incantation: Colovaria (co-loh-VA-ree-ah)
Type: Charm
Wand movement: point wand at target
Light: None
Effect: Changes colour of target

"...he wished he had not mixed up the incantations for Colour Change and Growth Charms, so that the rat he was supposed to be turning orange..."—[HPatOotP]

The Colour Change Charm (Colovaria), also known as the Colour-Changing Charm, is a charm that changes the colour of the target.

Combat Bolt

See also
Stunning Spell

Light: Blue
Effect: Offensive spell; injures the target

Combat Bolt (incantation unknown) was a standard offensive spell that was used in magical combat to attack the target and harm it. This spell was heavily used by members of the Statute of Secrecy Task Force in the 21st century against various foes they fought whilst battling the Calamity.

Conflagration Spell

96

Type: Spell

Effect: Burned an object

The Conflagration Spell (incantation unknown) is a spell which burns an object.

Blasting Curse - Confringo

See also
Exploding Charm
Expulso Curse
Bombarda Maxima

Incantation: Confringo (con-FRING-go)
Type: Curse
Wand movement: point wand at target
Light: Fiery orange
Effect: Explosion

"As they soared upwards, away from the two remaining Death Eaters, Harry spat blood out of his mouth, pointed his wand at the falling sidecar, and yelled, Confringo!"—[HPatDH]

"Hermione screamed, 'Confringo!' and her spell flew around the room, exploding the wardrobe mirror and ricocheting back at them, bouncing from floor to ceiling; Harry felt the heat of it sear the back of his hand."—[HPatDH]

The Blasting Curse (Confringo) is a curse that causes the target to explode. This curse is also popular when it comes to duelling.

Confundus Charm - Confundo

98

Incantation: Confundo (con-FUN-doe)

Type: Charm

Wand movement: Upward swirl

Light: Pink

Effect: Confuses the target

"Black had bewitched them, I saw it immediately. A Confundus Charm, to judge by their behaviour."—[HPatPoA]

"...It would have needed an exceptionally strong Confundus Charm to bamboozle that Goblet into forgetting that only three schools compete in the Tournament..."—[HPatGoF]

"The guard was confused. He stared down at the thin, golden Probe and then at his companion, who said in a slightly dazed voice, "Yeah, you've just checked them, Marius."—[HPatDH]

The Confundus Charm (Confundo) is a charm which confuses and misdirects the target. It works on living and inanimate things, as long as the target has a mind to be confused.

There are varying degrees of confusion that can be caused by the spell, ranging from becoming unaware of the current situation, forgetting important information, or becoming particularly impressionable.

Conjunctivitis Curse

Type: Curse

Wand movement:

Light: None

Effect: Irritates eyes

"I was going to suggest a Conjunctivitus Curse, as a dragon's eyes are its weakest point —"[HPatGoF]

The Conjunctivitis Curse (incantation unknown) is a curse that irritates the target's eyes, forcing them to swell shut. Dragons are notably susceptible to this curse, because while their hide makes them resistant to most spells, their eyes remains vulnerable. The Oculus Potion is able to counteract this curse.

Cornflake Skin Spell

100

Type: Dark charm

Effect: Makes skin appear like cornflakes

"Warrington of the Slytherin Quidditch team reported to the hospital wing with a horrible skin complaint that made him look as though he had been coated in cornflakes."—[HPatOotP]

This dark charm (incantation unknown) causes the target's skin to look as though it is coated in cornflakes.

Cracker Jinx

Type: Jinx, Conjuraton

Effect: Conjures exploding Wizard Crackers

The Cracker Jinx (incantation unknown) is a spell that conjures exploding Wizard Crackers. This jinx can be used in duelling to harm the opponent, but the force of the explosion might also affect the caster.

Crackling Rope Spell

102

Type: Spell

Wand movement: Slash through air with wand

Light: Produces a "supernatural light"

Effect: Binds the target with a magical rope

"With a sense that he's been holding this one back, he slashes it through the air: Out flies a crackling rope of supernatural light that wraps itself around Graves like a whip. Graves tries to hold it off as it tightens, but staggers, struggles, and falls to his knees, dropping his wand."—[FBaWtFT]

This spell (incantation unknown), summons a crackling rope of supernatural light that can be used to bind a living target.

Cribbing Spell

Type: Charm

Effect: Assists the caster in cheating on written papers

A Cribbing Spell (incantation unknown) is a charm that assists the caster in cheating on written papers, tests and exams.

See also
Colour Change Charm
Multicorfor's Spell
Hair-regrowing spells
Manegro Potion

Incantation: Crinus Muto
(CREE-nus MYOO-toh)
Type: Transfiguration
Light: White
Effect: Transforms hair

"They had just embarked upon the immensely difficult topic of human Transfiguration; working in front of mirrors, they were supposed to be changing the colour of their own eyebrows."—[HPatHBP]

Crinus Muto is the incantation of a transfiguration spell that can be used to transform the colour and style of the caster's hair.

Cruciatus Curse - Crucio

Incantation: Crucio (KROO-see-oh)

Type: Curse

Wand movement: Point at target

Light: None

Effect: Excruciating pain, insanity if victim is subjected for too long

"Voldemort raised his wand, and before Harry could do anything to defend himself, before he could even move, he had been hit again by the Cruciatus curse. The pain was so intense, so all-consuming, that he no longer knew where he was... white-hot knives were piercing every inch of his skin, his head was surely going to burst with pain; he was screaming more loudly than he'd ever screamed in his life —"[HPatGoF]

The Cruciatus Curse (Crucio), also known as the Torture Curse, is a tool of the Dark Arts and one of the three Unforgivable Curses. It is one of the most powerful and sinister spells known to Wizardkind. When cast successfully on a fellow human being or living creature, the curse inflicts intense, excruciating physical pain on the victim, and will result in insanity if the victim is subjected to it for a prolonged time. The penalty for the use of this curse on another human being is a life sentence in Azkaban, unless there is sufficient enough evidence that the caster did so under the influence of the Imperius Curse.

To successfully perform this curse, simply uttering the incantation is not enough; the wizard or witch must possess a deep desire to cause the victim pain and to take great pleasure in their suffering

Curse on Marvolo Gaunt's Ring

106

Type: Curse

Effect: Death to anyone attempting to put on the ring Horcrux

Creator: Lord Voldemort (possibly)

"It is a miracle you managed to return here!" Snape sounded furious. "That ring carried a curse of extraordinary power, to contain it is all we can hope for; I have trapped the curse in one hand for the time being —"[HPatDH]

A powerful curse was placed upon Marvolo Gaunt's Ring, around the time that Lord Voldemort turned it into a Horcrux, as a defence against anyone who might try to destroy it. This curse was designed to quickly kill anyone who dared to wear the ring.

Cursed Barrier

Type: Curse

Effect: Forms a barrier that prevents anyone without a Dark Mark from passing through it

Nymphadora Tonks: *"One of them blocked the stairs behind them with some kind curse... Neville ran at it and got thrown up into the air - "*

Remus Lupin: *"I saw Snape run straight through the cursed barrier as though it wasn't there, I tried to follow him but was thrown back just like Neville..."*

Harry Potter: *"I'll bet you had to have the Dark Mark to get through that barrier..."*
—[HPatHBP]

The cursed barrier is a curse that forms a barrier which prevents anyone without a Dark Mark from passing. This curse was used by an unknown Death Eater during the fight against Order of the Phoenix around Hogwarts' Astronomy Tower.

Cursed Ice

108

Type: Curse

Effect: Causes ice to increase in volume and spread, encasing everything in its path

The cursed ice is ice that has been cursed to increase and spread throughout the area in which it is placed.

Darning Spell

See also
Knitting Charm

Type: Charm
Effect: Repairs holes or worn areas in
fabric

The Darning spell (incantation unknown) is a charm used to construct weaves made of thread in order to cover holes or repair worn areas in fabric.

Type: Spell

Effect: Releases a defensive electric charge

"Then, as the pain in the top of Harry's head gave a particularly nasty throb, Uncle Vernon yelled and released Harry as though he had received an electric shock — some invisible force seemed to have surged through his nephew, making him impossible to hold."—[HPatOotP]

"Umbridge leapt back from Marietta, waving her hands in the air as though they had been burned."—[HPatOotP]

A charge like that of electricity runs through the body of a wizard with this automatic defensive spell.

Charm - Defensive - Jinx

Type: Charm

Effect: Provides protection to the caster

Type: Jinx

Effect: Provides protection to the caster

A Defensive Charm (incantation unknown) is a charm cast in order to defend the caster from magical attacks.

"Peeves, who swooped past in the opposite direction, throwing bits of chalk at Harry in a routine sort of way and cackling loudly as he dodged Harry's defensive jinx"

—[HPatHBP]

A defensive jinx (incantation unknown) is a jinx used to defend a witch or wizard from harm.

Gouging Spell - Defodio

Incantation: Defodio (deh-FOH-dee-oh)

Type: Charm

Wand movement: up > right > up

Effect: Carves through material

"The Gouging Spell enables a witch or wizard to carve through earth and stone with ease. From budding Herbologists digging for Snargaluff seedlings to treasure-hunting curse breakers uncovering ancient wizard tombs, the Gouging Spell makes all manner of heavy labour a matter of pointing a wand."—[Book of Spells]

The Gouging Spell (Defodio) is a charm used to gouge out specific areas of material, such as earth or stone.

"'We'll never get out, it's too big!' Hermione screamed, but the dragon opened its mouth and belched flame again, blasting the tunnel, whose floors and ceiling cracked and crumbled. By sheer force the dragon clawed and fought its way through. Harry's eyes were shut tight against the heat and dust: Deafened by the crashing of rock and the dragon's roars, he could only cling to its back, expecting to be shaken off at any moment; then he heard Hermione — yelling, 'Defodio!'"—[HPatDH]

It has practical applications, both in digging and in making passageways through solid rock. Careful use of this spell can dig out the required object and leave the environment relatively untouched.

Eradication Spell - Deletrius

112

Incantation: Deletrius (de-LEE-tree-us)

Type: Charm, Counter-charm

Wand movement:

Light: None

Effect: Disintegrates objects and images

"'Deletrius!' Mr Diggory shouted, and the smoky skull vanished in a wisp of smoke."
—[HPatGoF]

The Eradication Spell (Deletrius) is a charm that can disintegrate certain objects and serves as the counter-charm to the Reverse Spell, vanishing the shadow emitted from the wand.

Erases the ghost images of spells revealed by Priori Incantato. Possibly can be used to remove other spell effects as well.

Disintegration Spell

Type: Dark charm

Wand movement: Point wand at target

Light: Red

Effect: Blows up and disintegrates the target

This spell (incantation unknown) is a dark charm that causes the person who is hit, to burst into small pieces and disintegrate.

Densaugeo

See also
Engorgement Charm
Engorgio Skullus

Incantation: Densaugeo (den-SAU-jee-oh)
Type: Hex
Wand movement:
Light: Violet
Effect: Elongates teeth

"It wasn't a pretty sight. Hermione's front teeth — already larger than average — were now growing at an alarming rate; she was looking more and more like a beaver as they elongated, past her bottom lip, towards her chin — panic-stricken, she felt them, and let out a terrified cry."—[HPatGoF]

Densaugeo is the incantation of a hex which causes the front teeth to elongate at an alarming rate.

See also
Earth magic
Gouging Spell

Incantation: Deprimo (deh-PREEM-oh)
Type: Charm
Wand movement: Point wand at target
Light: Green or none
Effect: Blasts holes in ground

"...then at the floor beneath them. "Deprimo!" She had blasted a hole in the sitting-room floor. They fell like boulders, Harry still holding onto her hand for dear life, there as a scream from below and he glimpsed two men trying to get out of the way as vast quantities of rubble and broken furniture rained all around them from the shattered ceiling."—[HPatDH]

The Deprimo Spell (Deprimo) charm used to blast holes in the ground. It is strong enough to shatter the floor of an entire room in a matter of seconds.

Banishing Charm - Depulso

See also
Knockback Jinx
Summoning Charm

Incantation: Depulso (de-PUHL-so)
Type: Charm
Wand movement: Sweep of the wand,
aimed at target
Light: White, red or yellow
Effect: Sends target away

"They were supposed to be practising the opposite of the Summoning Charm today — the Banishing Charm. Owing to the potential for nasty accidents when objects kept flying across the room, Professor Flitwick had given each student a stack of cushions on which to practise, the theory being that these wouldn't hurt anyone if they went off target. It was a good theory, but it wasn't working very well. Neville's aim was so poor that he kept accidentally sending much heavier things flying across the room — Professor Flitwick, for instance...he Banished a cushion with a sweep of his wand (it soared into the air and knocked Parvati's hat off)."—[HPatGoF]

The Banishing Charm (Depulso) is a charm that sends the target away from the caster. It can send a target towards a specific location and works on both living beings and inanimate objects. The Banishing Charm is opposite of the Summoning Charm.

Unlike the Summoning Charm, which can summon specific objects from anywhere, the Banishing Charm only banishes whatever the wand is aimed at.

Incantation: Descendo (deh-SEHN-doh)

Type: Charm

Wand movement:

Light: Blue

Effect: Lowers target

"'Descendo,' muttered Ron, pointing his wand at the low ceiling. A hatch opened right over their heads and a ladder slid down to their feet."—[HPatDH]

Descendo is the incantation of a charm that makes objects fall or move downwards.

Deterioration Hex

Type: Hex

Effect: Impairs foes

The Deterioration Hex (incantation unknown) is a hex that impairs foes and reduces their stamina.

See also
Sectumsempra

Incantation: Diffindo (deef-IN-doe)

Type: Charm

Wand movement: 'W'-shape

Light: Light green, pink or red

Effect: Severe objects

Creator: Delfina Crimp (1400s)

"With the Severing Charm, cutting or tearing objects is a simple matter of wand control. The spell can be quite precise in skilled hands, and the Severing Charm is widely used in a variety of wizarding trades. Useful as it is, this charm should be practised with caution, as a careless swipe of the wand can cause injury."

—[Book of Spells]

"The Severing Charm was created in the fifteenth century by wizarding seamstress Delfina Crimp, who created it as an easy and convenient way of cutting cloth and thread. Prior to the invention of this neat, precise spell, wizards were apt to burn or shred anything they wished to cut." —[Book of Spells]

"'D-diffindo,' she said, pointing her wand at Ron, who roared in pain as she slashed open the knee of his jeans, leaving a deep cut. 'Oh, I'm so sorry, Ron, my hand's shaking! Diffindo!'" —[HPatDH]

The Severing Charm (Diffindo) is a charm used to precisely and accurately cut something. If used inappropriately, it can cause death or injury.

This spell is also detailed in both Book of Spells and The Standard Book of Spells, Grade 1.

Diminuendo

See also
Shrinking Charm

Incantation: Diminuendo
(dim-IN-you-end-oh)

Type: Charm

Wand movement: Point wand at target

Light: White

Effect: Shrinks objects

Diminuendo is the incantation for a charm that causes an object to shrink.

One-Eyed/Hump-Backed Witch Spell - Dissendium 120

Incantation: Dissendium (dis-SEN-dee-um)

Type: Charm

Wand movement: Tap target with wand

Light: None

Effect: Reveals secret passages, particularly the One-Eyed/Hump-Backed Witch Passage

"'Dissendium!' Harry whispered, tapping the stone witch again. At once, the statue's hump opened wide enough to admit a fairly thin person."—[HPatPoA]

The One-Eyed/Hump-Backed Witch Spell (Dissendium) is a charm used to open the One-Eyed Witch Passage in the third corridor at Hogwarts castle. The incantation Dissendium can be used to open secret passageways in general.

Disillusionment Charm

See also
Bedazzling Hex
Invisibility

Type: Charm
Wand movement:
Light: White
Effect: Disguises target as surroundings

"Harry looked down at his body, or rather, what had been his body, for it didn't look anything like his anymore. It was not invisible; it had simply taken on the exact colour and texture of the kitchen unit behind him. He seemed to have become a human chameleon."—[HPatOotP]

The Disillusionment Charm (incantation unknown) is a charm that disguises a target as its surroundings, not by making it invisible, but by making it take on the exact colour and texture of its environment, effectively turning it into a chameleon.

Dolores Umbridge's Neatness Charm

122

Type: Charm

Wand movement: Point wand at target

Light: None

Effect: Tucks in shirts and ties

This charm (incantation unknown) can be used to tuck in shirts as well as straighten ties, and possibly modify other clothing as well.

Draconifors Spell

Incantation: Draconifors (drah-KON-i-fors)

Type: Transfiguration

Wand movement: Slash wand at target

Light: Fiery orange

Effect: Turns object into dragon

The Draconifors Spell (Draconifors) is a transfiguration spell used to transform objects into small dragons.

The Draconifors Spell transforms the target into a dragon. However, it is only a very small transfigured dragon, around the size of an infant, significantly limiting its potential for violence and breathing fire.

Drone Jinx

124

Type: Jinx

Light: Green

Effect: Produces undesirably loud noise

The Drone Jinx (incantation unknown) is a jinx that produces unpleasantly loud noises.

Drought Charm

Type: Charm

Wand movement:

Light: None

Effect: Dries up small bodies of water

"I don't reckon it can be done. There's nothing. Nothing. Closest was that thing to dry up puddles and ponds, that Drought Charm, but that was nowhere near powerful enough to drain the lake."—[HPatGoF]

The Drought Charm (incantation unknown) is a charm used to dry up small bodies of water, such as puddles and ponds. It is not powerful enough to work on larger bodies of water, such as lakes.

Incantation: Ducklifors

Type: Transfiguration, Jinx

Wand movement: Downward slash

Light: Yellow or Purple

Effect: Turns organisms to ducks

Ducklifors is the incantation of a transfiguration jinx that transforms an organism into a duck.

The caster will slash their wand downward to point at the target; a banana-yellow jet of light will shoot from the tip, with what appears to be a duck made entirely of brilliant yellow light soaring in front. When it hits the target, there is a burst of yellow light and when said light fades, the target is in the shape of a duck.

Dunamis

See also
Alohomora
Annihilare
Emancipare
Liberare

Incantation: Dunamis (dyu-NAH-mus)
Type: Charm
Effect: Opens doors

Dunamis is the incantation of a door-opening charm. The topmost cell of the Dark Tower is charmed to resist this spell.

Hardening Charm - Duro

128

Incantation: Duro (DYOO-roh)

Type: Charm

Wand movement: 'D'-shape

Light: None

Effect: Turns objects to stone

"The Hardening Charm will turn an object into solid stone. This can be surprisingly handy in a tight spot. Of course, most students only seem to use this spell to sabotage their fellow students' schoolbags or to turn a pumpkin pasty to stone just before someone bites into it. It is unwise to try this unworthy trick on any of your teachers."
—[Book of Spells]

The Hardening Charm (Duro) is a charm that turns an object to stone.

Ears to Kumquats

Type: Transfiguration

Effect: Transforms target's ears into kumquats

"According to the magazine, if you turned the runes on their heads they revealed a spell to make your enemy's ears turn into kumquats."—[HPatOotP]

This spell (incantation unknown) is a transforming spell that transfigures the victim's ears into kumquats. The 1 September, 1995 edition of The Quibbler claims that turning certain published runes upside-down will reveal this spell.

Ear-Shrivelling Curse

130

Type: Curse

Wand movement:

Light: None

Effect: Cause ears to wither

"Bill had a pen-friend at a school in Brazil once. He wanted Bill to go on a student exchange trip, but Mum and Dad couldn't afford it. So the pen-friend got all offended and sent him a cursed hat, it made his ears shrivel up."—[HPatGoF]

The Ear-Shrivelling Curse (incantation unknown) causes the target's ears to shrivel up.

Ebublio Jinx

Incantation: Ebublio (ee-BUB-leo)

Type: Jinx

Wand movement: Lowercase 'e' figure

Light: Blue

Effect: Traps target in giant bubble

The Ebublio Jinx (Ebublio) is a jinx that entrap the targeted individual, or indeed any target, in a very large bubble that can not be popped by physical force.

Incantation: Ectomatic (eck-toh-MA-tic)

Type: Conjunction

Wand movement: Throwing motion

Light: Green

Effect: Conjures ectoplasm

The Ecto Spell (Ectomatic) is a spell that conjures blobs of ectoplasm, launching them in an arc to splash down on the ground. Conjured ectoplasm can be cleaned up by the Skurge Charm.

Emancipare

See also
Revulsion Jinx

Incantation: Emancipare
(eh-man-ci-PAR-eh)

Type: Charm

Wand movement: Point at target

Effect: Releases bindings

Draco is bound tightly.

Draco: "That really the best you got? 'Emancipare.'

Draco releases his own binds."—[HPatCC]

Emancipare is the incantation to a charm which can release bindings. Consequently, it acts as the counter-charm to Fulgari and Brachiabindo, as well as probably to the Incarcerous Spell.

Engorgement Charm - Engorgio

134

Incantation: Engorgio (en-GOR-gee-oh)

Type: Charm

Wand movement: Circle that is open at the top

Light: Icy blue

Effect: Caused swelling

"These straightforward but surprisingly dangerous charms cause certain things to swell or shrink. You will be learning both charms together, so that you can always undo an over-enthusiastic cast. There is thus no excuse for having accidentally shrunk your homework down to microscopic size or for allowing a giant toad to rampage through your school's flower gardens."—[Book of Spells]

"...Needs to be a bit bigger for you to get the idea, he said, pointing his wand at the spider. 'Engorgio!' "—[HPatGoF]

The Engorgement Charm (Engorgio), also known as Growing Charm, is a charm that causes the target to swell immensely. It is the counter-charm for the Shrinking Charm, causing shrunken objects to return to their original size.

If the caster attempts to engorge the target beyond a certain point, it will violently explode. Although this spell is safe to use on animals, its use is not recommended until the counter-charm has been perfected.

A variation of this spell is Engorgio Skullus, which makes the head of a person bigger.

Miranda Goshawk included this charm in *The Standard Book of Spells, Grade 2*. She also wrote about it in *Book of Spells*.

Engorgio Skullus

Incantation: Engorgio Skullus (in-GORE-jee-oh SKULL-us)

Type: Dark charm

Wand movement: Point wand at target

Light: Red or Purple

Effect: Swells head

Engorgio Skullus is the incantation of a dark charm used to swell the head of the victim. It is a variation of the Engorgement Charm. The counter-curse is the Head Shrink Spell.

Enlargement Charm

136

Type: Charm

Effect: Enlarges an object

"Daringly, Fred and George had put an Enlargement Charm on the front cover of The Quibbler and hung it on the wall, so that Harry's giant head gazed down upon the proceedings, occasionally saying things like 'THE MINISTRY ARE MORONS' and 'EAT DUNG, UMBRIDGE' in a booming voice."—[HPatOotP]

The Enlargement Charm (incantation unknown) is a charm that enlarges an object.

Enlarging Spell

Type: Charm

Effect: Makes a car capable of holding more occupants.

The Enlarging Spell (incantation unknown) is a charm that can be placed on a car to allow it to hold more occupants than the exterior suggest. It may be a variation of the Undetectable Extension Charm.

Insect Jinx - Entomorphis

Incantation: Entomorphis (en-toh-MOR-fis)

Type: Transfiguration, Jinx, Hex

Wand movement: Point wand at target

Light: Red, purple or none

Effect: Gives target insectoid qualities for a short period of time

"What wouldn't he give to strike now, to jinx Dudley so thoroughly he'd have to crawl home like an insect, struck dumb, sprouting feelers..."—[HPatOotP]

The Insect Hex (Entomorphis), also known as the Insect Jinx, is a dark charm that can be used to induce insect-like qualities upon a victim for a short period of time. It deprives them of their ability to speak, forcing them to crawl about and endowing them with feelers.

Entrail-Expelling Curse

138

Type: Curse, Healing spell

Effect: Expels entrails (presumably)

Creator: Urquhart Rackharrow (1600s)

"...a portrait of a rather vicious-looking wizard on the wall, captioned: Urquhart Rackharrow, 1612-1697, Inventor of the Entrail-expelling Curse."—[HPatOotP]

The Entrail-Expelling Curse (incantation unknown) is a curse. it causes one's entrails to be expelled from the body, or more than likely (being invented by a Healer) a curse used to expel blockages from entrails.

This curse was invented by Urquhart Rackharrow in the 1600s. Since late 1995, Urpqhart's portrait hangs ominously in the Dai Llewellyn Ward of St Mungo's Hospital for Magical Maladies and Injuries.

Episkey

Incantation: Episkey (eh-PIS-kee)

Type: Healing spell, Charm

Wand movement: Diagonal line '/'

Light: None

Effect: Heals minor injuries

"'Episkey,' said Tonks. Harry's nose felt very hot, then very cold. He raised a hand and felt it gingerly. It seemed to be mended."—[HPatHBP]

Episkey is the incantation of a healing charm that heals relatively minor injuries such as broken noses, toes, and split lips.

The spell can create sudden temperature changes in the body parts being healed. It can also be used to relieve pain. It can also reverse the effects of the Full Body-Bind Curse.

See also
Permanent Sticking Charm
Sticking Charm
Fixing Charm
Stickfast Hex

Incantation: Epoximise (ee-POX-i-mise)
Type: Transfiguration
Effect: Bonds two objects together

Epoximise is the incantation of a Transfiguration spell that bonds two objects together, possibly by transforming an object into an adhesive or by conjuring a sticky substance.

The 2579th edition of Transfiguration Today contains a debate on the pros and cons of using this spell.

Erecto

Incantation: Erecto (uh-REK-toh)

Type: Charm

Wand movement: Point wand at target

Light: None

Effect: Erects a structure

"'Erecto!', she added, pointing her wand at the misshapen canvas, which in one fluid motion rose into the air and settled, fully constructed, on to the ground before Harry, out of whose startled hands a tent peg soared, to land with a final thud at the end of a guy rope."—[HPatDH]

Erecto is the incantation of a charm that straightens out the target object and sets it up.

Incantation: Evanesce

Type: Transfiguration

Wand movement: Point wand at target

Light: Bluish-white

Effect: Vanishes objects

Incantation: Evanesco (ev-an-ES-ko)

Type: Transfiguration

Wand movement: Point wand at target

Light: None

Effect: Vanishes objects

Evanesce is the incantation for a transfiguration spell that vanishes objects.

"Bill took out his wand, muttered "Evanesco!" and the scrolls vanished."
—[HPatOotP]

The Vanishing Spell (Evanesco) is a Transfiguration spell used to vanish both animate and inanimate objects *"into non-being, which is to say, everything"*. makes something vanish (not just become invisible, but go away completely)

Certain objects can be enchanted to resist Vanishing Spells.

Everte Statum

See also
Knockback Jinx

Incantation: Everte Statum
(ee-VER-tay STAH-tum)

Type: Charm

Wand movement: Point wand at target

Light: Orange

Effect: Makes opponent stumble Causes
sharp pain

"Harry swung his wand high, but Malfoy had already started on "two": His spell hit Harry so hard he felt as though he'd been hit over the head with a saucepan."
—[HPatCoS]

Everte Statum is the incantation of a charm that causes opponent to fly back several feet, and causes a short sharp pain depending on the strength of the spell, but do not cause any lasting damage.

Incantation: Expecto Patronum (ex-PEK-toh pa-TRO-num)

Type: Charm

Wand movement: Circular, clockwise

Light: Silver

Effect: Conjures a spirit guardian

"This ancient and mysterious charm conjures a magical guardian, a projection of all your most positive feelings. The Patronus Charm is difficult, and many witches and wizards are unable to produce a full, corporeal Patronus, a guardian which generally takes the shape of the animal with whom they share the deepest affinity. You may suspect, but you will never truly know what form your Patronus will take until you succeed in conjuring it."—[Book of Spells]

The Patronus Charm (Expecto Patronum) is the most famous and one of the most powerful defensive charms known to wizardkind. It is an immensely complicated and an extremely difficult spell, that evokes a partially-tangible positive energy force known as a Patronus (pl. Patronuses) or spirit guardian. It is the primary protection against Dementors and Lethifolds, against which there are no other defences.

There are two types of Patronuses: corporeal, which means a Patronus with a particular shape and form, and incorporeal Patronuses. Incorporeal Patronuses has no particular shape and do not protect against Dementors the way corporeal Patronuses does. However, some wizards choose to cast incorporeal Patronuses to hide their identity.

To successfully cast the spell, one begins by mustering the happiest memory they can think of (the happier the memory, the better the charm will work). Alternatively, one can imagine a scenario that would make for a very happy memory,

Patronus Messages

Albus Dumbledore invented a way of using the Patronus (corporeal and incorporeal) as a means of communication. They can deliver messages, speaking with the voice of the caster. This source of communication is believed to be exclusive to the members of the Order of the Phoenix. Using the Patronus for communication offer great advantages in security, as Patronuses identifies the caster.

Disarming Charm - Expelliarmus

Incantation: Expelliarmus (ex-PEL-lee-ar-muss)

Type: Charm

Wand movement: Downwards diagonally (slightly right) form a spiral

Light: Scarlet

Effect: Disarms an opponent

Creator: Elizabeth Smudgling or Merlin (possibly)

"[*Miranda Goshawk*]...the most likely originator of the Disarming Charm was a young witch called Elizabeth Smudgling, who entered a duelling contest on Dartmoor in 1379."—[*Book of Spells*]

The Disarming Charm (Expelliarmus) is a charm that forces whatever an opponent is holding to fly out of their hand. It is common to see this spell used in duels to make an opponent lose their wand.

It is not known precisely who created the Disarming Charm. Some wizarding historians claims that it may have been invented by Merlin himself, while others claims that its first widespread use was in Madagascar in the 11th century. Even if any of this is true, the fact remains that it was not very popular until 1379, when Elizabeth Smudgling — the most likely inventor, in the opinion of *Miranda Goshawk* — used it in a duelling contest in Dartmoor.

Expulso Curse

146

See also
Blasting Curse
Bombarda Maxima
Exploding Charm

Incantation: Expulso (ecks-SPUHL-soh)
Type: Curse
Wand movement: Point wand at target
Light: Blue
Effect: Blows things up

"'Expulso!' bellowed the Death Eater, and the table behind which Harry was standing blew up: the force of the explosion slammed him into the wall and he felt his wand leave his hand as the cloak slipped off him."—[HPatDH]

The Expulso Curse (Expulso) is a curse used to produce immense explosions, blasting the target apart with a burst of blue light; it has enough force to throw people into walls.

Extinguishing Spell

See also
Water-Making Spell
Freezing Spell
Aqua Eructo

Type: Charm
Wand movement: Upwards Arrow
Light: None
Effect: Extinguish fires

"...Dragons."

Rubeus Hagrid: *"Four... so it's one fer each o' the champions, is it? What've they gotta do — fight 'em?"*

Charlie Weasley: *"Just get past them, I think. We'll be on hand if it gets nasty, Extinguishing Spells at the ready. They wanted nesting mothers, I don't know why... but I tell you this, I don't envy the one who gets the Horntail."*—[HPatGoF]

The Extinguishing Spell (incantation unknown), also known as the Extinguishing Charm, is a charm that puts out fires.

False Memory Spell

148

Type: Spell

Effect: Implants a false memory in the victim's mind

Creator: Mnemone Radford c. 1900s (possibly)

"Then he returned to the Gaunt hovel, performed the complex bit of magic that would implant a false memory in his uncle's mind, laid Morfin's wand beside its unconscious owner, pocketed the ancient ring he wore, and departed."—[HPatHBP]

This is a spell (incantation unknown), which can be used by a witch or wizard to implant a false memory into their victim's mind, without the victim realising it is not originally theirs. It differs from the Memory Charm, in that the latter erases memories whilst this one adds them, albeit wholly artificial ones.

Feather-Light Charm

Type: Charm

Effect: Minimises object's weight

"What if he bewitched the trunk to make it feather-light, tied it to his broomstick, covered himself in the cloak, and flew to London?"—[HPatPoA]

The spell (incantation unknown) is a charm used to make heavy objects as light as a feather.

Felixempra

150

Incantation: Felixempra (fee-lix-SEM-prah)

Type: Charm

Wand movement: Figure eight

Light: Purple/blue

Effect: Completes Felix Felicis

Creator: Zygmunt Budge (likely)

"Your Felix Felicis is nearly complete. Finally, wave your wand over the potion in a figure of eight and say the incantation 'Felixempra!'—[Book of Potions]

Felixempra is the incantation of a charm used to complete the brewing process of Felix Felicis. As the effects of Felix Felicis can not be replicated with spells, this is the spell's only effect. Subsequently, this spell was likely created by Zygmunt Budge, as he invented the potion.

Bandaging Charm - Ferula

Incantation: Ferula (fer-ROOL-lah)

Type: Healing Spell, Charm, Conjuraton

Wand movement:

Light: None

Effect: Bandages target

"He hurried over to Ron, bent down, tapped Ron's leg with his wand and muttered Ferula. Bandages spun up Ron's leg, strapping it tightly to a splint."—[HPatPoA]

The Bandaging Charm (Ferula), is a healing charm which conjures bandages and wrapps them around a wound, splinting any broken bones. The bandaging also appears to ease pain. Can also conjure a wooden rod.

Incantation: Fianto Duri (fee-AHN-toe DYOU-ree)

Type: Charm

Wand movement: Point wand skyward

Light: Blueish white

Effect: Strengthens magical protections

Fianto Duri is the incantation of a charm that, when combined with a protective spell such as Protego Maxima, can cause magical defences to become hard or more durable.

Bodies crossing the boundaries of the barrier disintegrate on the spot (which may or may not be an effect of this spell,) while spells cast at it (if not of enough power to break it) create large, resonating explosions. This spell's effect is most likely one that, when combined with the other two (Protego Maxima. Repello Inimicum), bolsters the strength of the shield itself against extremely powerful spells; this is unlike minor shield spells, which only block weak jinxes, hexes and curses.

Fidelius Charm

Type: Charm

Effect: Conceals a secret

The Fidelius Charm (incantation unknown) is a very powerful spell used to hide things or places, or to conceal secrets. It is an extremely difficult, multifaceted, and potent charm that can be used to conceal a secret inside an individual's soul. The witch or wizard who houses the secret is known as the Secret Keeper. A dwelling whose location has been protected by this spell is then invisible, intangible, unplottable, and soundproof. This is an extremely old spell, one of the most ancient of all.

When the charm is initially cast, one can choose more than one person to be Secret Keeper, though it is unknown if there is a limit as to how many people can carry the same secret in this way. Once the Secret Keeper dies, all the people who has learnt the secret from them will become the new Secret Keepers. If the Keeper has chosen not to reveal the secret to anyone (so that they are the only Keepers), then the secret will rest with them forever.

Once the secret has been implanted, the only method for another to learn it is for the primary Secret Keeper to divulge it to that person directly; it can not be discovered any other way. Additionally, the disclosure has to be completely voluntary, as methods of magical coercion such as Veritaserum, Legilimency, the Cruciatus Curse, or the Imperius Curse has no effect on the charm.

The people to whom the Secret Keeper has already divulged the information (secondary Keepers) will not be able to pass it along even if they want to, and the information in question can not be learned even by stumbling across it, even if one are staring the secret in the face. For example, if someone were to hide a location in this way, even if a person were to stumble into the specific area they will not be able to recognise it for what it is (i.e. as the area they are looking for), and they will not therefore learn the location accidentally.

The method for the primary Keeper to voluntarily tell another person the secret can be verbal or written.

Once the secondary Keeper has received the information in either of these ways, the information will still appear hidden to them until they start to think about it, at which point the secret will reveal itself to them alone

See also
Firestorm
Protego Diabolica

Type: Curse
Wand movement: Hold wand aloft
Light: Fire
Effect: Unleashes cursed fire

"It was not normal fire; Crabbe had used a curse of which Harry had no knowledge: As they turned a corner the flames chased them as though they were alive, sentient, intent upon killing them. Now the fire was mutating, forming a gigantic pack of fiery beasts: Flaming serpents, chimaeras, and dragons rose and fell and rose again, and the detritus of centuries on which they were feeding was thrown up in the air into their fanged mouths, tossed high on clawed feet, before being consumed by the inferno."— [HPatDH]

Fiendfyre (incantation unknown) is a curse that produces enchanted flames of immense size and heat that are capable of destroying nearly anything in its path, taking the form of gigantic fiery beasts such as serpents, Chimaeras, dragons, and birds of prey that seek out living targets.

The curse is advanced dark magic, and it is one of the few known substances capable of destroying Horcruxes.

Fiendfyre is an immensely powerful fire that can not be extinguished by normal or enchanted water. It is also very difficult for the caster to control, flowing from their wand in a continuous stream of flame. If the caster flicks their wand when the stream of flame is still running from it, a jet of fire will shoot off and become a flaming animal.

When cast, the fire appears with a roaring, billowing noise and give its victims only a split-second's warning to escape, quickly consuming anything in the vicinity of its caster. The flames are of an abnormally large size and take the shape of fiery monsters and beasts such as snakes, dragons, eagles, and chimaeras, constantly mutating into other beasts as well as powerful, formless flames that destroy all things around itself.

Finestra Spell

Incantation: Finestra (fi-NESS-tra)

Type: Charm

Wand movement: Flick wand

Light: Blue

Effect: Shatters glass

"Newt: 'Finestra'. The window glass shatters and Newt leaps inside, seizing at drawers and cupboards, desperate to find the creature..."—[FBaWtFT]

The Finestra spell (Finestra) is a charm which shatters glass. This spell is useful in that it makes very little sound, allowing for discreet entry through a window.

Incantation: Finite (fi-NEE-tay)

Finite Incantatem

(fi-NEE-tay in-can-TAH-tem)

Type: Counter-spell

Wand movement:

Light: Red

Effect: Terminates all spell effects

"'Stop! Stop!' screamed Lockhart, but Snape took charge.

'Finite Incantatem!' he shouted; Harry's feet stopped dancing."—[HPatCoS]

"'Here,' said Lupin quietly, and pointing his wand at Neville's legs he said, 'Finite.'

The spell was lifted: Neville's legs fell back to the floor and remained still."

—[HPatOotP]

"Try Finite Incantatem, that should stop the rain if it's a hex or curse..."—[HPatDH]

The General Counter-Spell (Finite or Finite Incantatem) is a counter-spell for general use. It might be used in duels to counter or reverse minor damage, such as the effects of minor jinxes, hexes and curses. It can also be used on an entire home to (temporarily) stop the effects of protective enchantments, as a precaution before a Muggle answers the door.

This spell is also covered in *The Standard Book of Spells, Grade 2* by Miranda Goshawk.

Finger-Removing Jinx

Type: Jinx

Effect: Removes a person's fingers

"I had to duck a couple of nasty jinxes but I've got my fingers back now."
—[Quidditch Through the Ages]

This jinx (incantation unknown), will remove a person's fingers from their hand.

Fire-Manipulating Spell

158

Type:

Wand movement: Waving motion with wand

Light: Fire

Effect: Manipulate fire as an offensive attack

"She brandished her wand at a torch on the wall and it flew out of its bracket: Harry... was forced to pull Luna out of the way of the descending flames, which became a ring of fire that filled the corridor and flew like a lasso at Snape"—[HPatDH]

This spell (incantation unknown) can be used to manipulate fire from a source and direct it towards another as an offensive attack against an opponent in duelling.

Fire Rope/Whip

Type: Conjunction

Wand movement: Whip-like wave

Light: Fire

Effect: Produces a rope of flame

"Dumbledore had drawn back his wand and waved it as though brandishing a whip. A long thin flame flew from the tip; it wrapped itself around Voldemort, shield and all."
—[HPatOotP]

There exists a spell (incantation unknown) by which one can conjure a long, thin flame from the tip of one's wand with which they can bind, ensnare or presumably harm a foe in an action similar to that of an actual rope.

See also
Bluebell Flames
Fiendfyre
Fire-Making Spell
Protego Diabolica

Type: Charm
Wand movement: Overhead circles
Light: Crimson and gold
Effect: Ring of fire

"But then, through the darkness, fire erupted: crimson and gold, a ring of fire that surrounded the rock so that the Inferi holding Harry so tightly stumbled and faltered... Dumbledore was on his feet again, pale as any of the surrounding Inferi, but taller than any, too, the fire dancing in his eyes; his wand was raised like a torch and from its tip emanated the flames, like a vast lasso, encircling them all with warmth."—[HPathBP]

The Firestorm (incantation unknown) is a charm which produces a large ring of fire from around the caster's wand.

When the caster moves, the ring of flame will move with them in the same direction, swirling like a flaming lasso. The caster might also shoot jets or balls of flame at individual targets or opponents while the fire is still being produced, which will inflict a small amount of damage to them. The spell Partis Temporus will temporarily create a gap in the flames to allow safe passage through.

Fixing Charm

See also
Sticking Charm
Permanent Sticking Charm
Epoximise

Type: Charm
Effect: Fastens object in place

The Fixing Charm (incantation unknown) is a charm which secures an object in place.

Flagrante Curse

162

Incantation: Flagrante (flah-**GRAHN**-tay)

Type: Curse

Wand movement:

Effect: Causes objects to burn on contact

"...Ron hopped on the spot, part of his shoe burned away by contact with the hot metal."—[HPatDH]

The Flagrante Curse (Flagrante) is a curse that causes objects to emit searing heat when touched.

An object bewitched in this way will burn not only flesh, but material as well. Protecting against this curse is difficult, as there are no outward signs of its use, though the Impervius Charm offers some degree of shielding. This spell can be used to protect valuables. it can prove deadly when used with the Gemino Curse.

Flagrate

Incantation: Flagrate (fla-**GRAH**-tay)

Type: Charm

Wand movement: Draw in midair

Light: Fiery scarlet

Effect: Writes in midair

*"...began to trace it through the air, writing three shimmering words:
TOM MARVOLO RIDDLE"—[HPatCoS]*

*"'Flagrate!' She drew with her wand in midair and a fiery 'X' appeared on the door."
—[HPatOotP]*

Flagrate is the incantation of a charm that allows one to write or draw in midair with fiery lines. The shape lingers for some time.

Upon saying the incantation, the caster is able to move their wand to draw fiery lines in midair. It can be used to write text or symbols, and the writing lingers for some time after drawing it. The writing can be rearranged by the flick of a wand.

Flame-Freezing Charm

164

Type: Charm

Wand movement: Wave wand above head

Light: White

Effect: Makes fire harmless

"Non-magic people (more commonly known as Muggles) were particularly afraid of magic in medieval times, but not very good at recognising it. On the rare occasion that they did catch a real witch or wizard, burning had no effect whatsoever. The witch or wizard would perform a basic Flame Freezing Charm and then pretend to shriek with pain while enjoying a gentle, tickling sensation. Indeed, Wendelin the Weird enjoyed being burnt so much that she allowed herself to be caught no fewer than forty-seven times in various disguises."—[HPatPoA]—[a History of Magic]

The Flame-Freezing Charm (incantation unknown) is a charm that alters the effects of fire such that instead of burning, it gives off a pleasant sensation, such as a warm summer breeze or a gentle tickling sensation.

Flashing Paint Charm

See also
Colour Change Charm

Type: Charm
Effect: Makes paint flash different colours

"As a surprise for Harry, they had painted a large banner on one of the sheets Scabbers had ruined. It said 'Potter for President', and Dean, who was good at drawing, had done a large Gryffindor lion underneath. Then Hermione had performed a tricky little charm so that the paint flashed different colours."—[HPatPS]

This charm (incantation unknown) causes paint to flash different colours.

Flesh Memory

166

Type: Charm

Creator: To confirm who captured a Golden Snitch during a Quidditch match

"A Snitch is not touched by bare skin before it is released, not even by the maker, who wears gloves. It carries an enchantment by which it can identify the first human to lay hands upon it, in the case of disputed capture."—[HPatDH]

A Flesh memory (incantation unknown) is a memory retained by a Golden Snitch of the Seeker who caught it, in order to avoid Quidditch disputes over the capture of a Snitch.

Knockback Jinx - Flipendo

See also
Everte Statum
Banishing Charm
Knockback Jinx Duo
Flipendo Tria
Flipendo Maxima

Incantation: Flipendo (fli-PEN-doh)
Type: Jinx
Wand movement:
Light: Blue, orange, yellow red, purple or
white
Effect: Knocks target back

"There was a loud bang and he felt himself flying backwards as if punched; as he slammed into the kitchen wall and slid to the floor, he glimpsed the tail of Lupin's cloak disappearing round the door."—[HPatDH]

The Knockback Jinx (Flipendo) is a jinx that knocks the target backwards. While prominently used for duelling, it can also be used to push heavy objects. It is covered in Quentin Trimble's *The Dark Forces: A Guide to Self-Protection, a Defence Against the Dark Arts* textbook.

The Knockback Jinx, depending on the point of impact, might feel like a blow to the chest, knocking back a victim or object, or might feel like being knocked over the head with a frying pan, leaving the victim a bit disoriented. A "loud bang" is also emitted when cast. The jinx can also break fragile objects.

Knockback Jinx Duo, Flipendo Tria and Flipendo Maxima are all more powerful variations of the Knockback Jinx which all knocks the target back with greater force.

Incantation: Flipendo

(fli-PEN-doh)

Type: Jinx

Wand movement: Slash

Light: Red

Effect: Knocks target back

Incantation Flipendo Tria

Type: Jinx

Wand movement: Downwards slash

Light: Blue

Effect: More powerful version of Flipendo

The Knockback Jinx Duo (Flipendo) is a more powerful version of the Knockback Jinx. It is twice as powerful as the standard Knockback Jinx, but it is not as powerful as Flipendo Tria.

Flipendo Tria is a jinx that throws the target longer than its less powerful Flipendo and Flipendo Duo. It resembles a small tornado. The spell targets multiple opponents.

Flipendo Maxima

Incantation: Flipendo Maxima

Type: Jinx

Wand movement:

Light: White

Effect: Knocks the target back with greater force than the Knockback Jinx

Creator: Badeea Ali and Ben Copper

Flipendo Maxima is the incantation for a more powerful variation of the Knockback Jinx, which throws the target back further and with greater force than the original spell.

Floating Charm

Type: Charm

Effect: Makes objects float

"There are many variations of the Levitation Charm — the Hover Charm, the Rocket Charm and the Floating Charm to name but a few..."—[Book of Spells]

The Floating Charm (incantation unknown) is a charm which makes an object float in mid-air. It is one of the many lesser variations of the Levitation Charm, like the Hover Charm or the Rocket Charm.

See also

Levitation Spell

Levitation Charm

Hover Charm

Floating Charm

Rocket Charm

Type: Charm

Effect: Allows an object to fly

"What's that Weasley's riding? Why would anyone put a flying charm on a mouldy old log like that?"—[HPatOotP]

This flying charm is a charm cast on objects to allow them to fly. It is cast on broomsticks and flying carpets.

Focus Charm

Incantation: Focus (FOH-kuss)

Type: Charm

Light: Yellow

Effect: Clears one's mind and improves mental concentration

The Focus Charm (Focus) is a charm that is used to clear one's mind, and to make one's intentions clear. This charm can also be used to improve one's mental concentration.

Fracto Strata

172

Incantation: Fracto Strata

Type: Spell

Wand movement: Point wand at target

Light: Orange

Effect: Destroy weak objects

Fracto Strata is the incantation of a simple "zap"-type spell which can break weak objects into pieces. It is a beginner level spell and is thus known by almost all wizards and witches.

Freeze!

Incantation: Unclear; probably "Freeze!"

Type: Charm

Effect: Freeze limbs to the ground with ice

Freeze! is a charm that causes ice to spread over limbs touching a hard surface, affixing them to it.

This charm is probably related to the Freezing Spell (Glacius), or it may be in fact be this charm itself.

Fountain of Wine

174

Type: Conjunction

Light: None

Effect: Conjures wine

"Mr Ollivander spent much longer examining Harry's wand than anyone else's. Eventually, however, he made a fountain of wine shoot out of it, and handed it back to Harry, announcing that it was still in perfect condition."—[HPatGoF]

This spell (incantation unknown) conjures a fountain of wine from the tip of the caster's wand.

Fulgari

See also
Incarcerous Spell
Brachiabindo
Rope Bind

Incantation: Fulgari (FULL-gar-ee)
Type: Charm
Wand movement:
Light: White
Effect: Binds target's arms in luminous
cords

Delphi: "'Fulgari!' Scorpius arms are bound in vicious, luminous cords."—[HPatCC]

Delphi: "'Fulgari!' Albus is propelled to the floor, his hands tied by the same brutal binding."—[HPatCC]

Fulgari is the incantation for a charm that produces vicious, luminous cords that binds an opponent's arms. Emancipare acts as its Counter-spell.

See also
Nebulus

Incantation Fumos: (FYOO-moss)

Type: Charm

Wand movement:

Light: Grey

Effect: Defensive smokescreen

The Smokescreen Spell (Fumos) is a charm used to create a defensive cloud of smoke from the wand that hinders visibility. This spell is quite useful in duelling, as the smoke hid the caster, preventing an opponent from accurately aiming their spells, as well as allowing the caster to escape unseen.

This spell is covered in the book *The Dark Forces: A Guide to Self-Protection* by Professor Quentin Trimble.

Fumos Duo

Incantation: Fumos Duo (FYOO-mos DYOO-oh)

Type: Charm

Wand movement:

Light: Dark red

Effect: Multiple concealing smokescreens

Fumos Duo is the incantation for the most powerful version of the Smokescreen Spell. It can conjure multiple clouds of dark red smoke. This spell is quite useful in duelling, as the thick smoke hid the target, making it difficult for an opponent to accurately aim their spells through the smoke.

Pimple Jinx - Furnunculus

Incantation: Furnunculus (fur-NUN-kyoo-lus)

Type: Jinx, Curse

Wand movement:

Light: Gold

Effect: Causes pimples/boils to erupt

"Goyle bellowed and put his hands to his nose, where great ugly boils were springing up... Snape examined Goyle, whose face now resembled something that would have been at home in a book on poisonous fungi."—[HPatGoF]

The Pimple Jinx, also known as the Furnunculus Curse (Furnunculus), is a dark charm that causes a person to break out in boils/pimples when it comes in contact with their skin. The effects can be cleared by the Boil-Cure Potion.

Fur Spell

178

Type: Charm

Effect: Causes fur to grow on someone

"Ginny Weasley... was distraught... Harry felt that Fred and George were going the wrong way about cheering her up. 'They were taking turns covering themselves with fur or boils and jumping out at her from behind statues.'—[HPatCoS]

This spell (incantation unknown) is a charm used to cover the victim in fur.

The effect is innocuous and temporary and can be cast as a practical joke or diversion

Gellert Grindelwald's Emblem Spell

Type: Spell

Light: Green

Effect: Conjures the Alliance's symbol

This unidentified spell (incantation unknown) was used to conjure into the sky an image of Gellert Grindelwald's emblem, consisting of the Alliance's symbol, which comprised of an enlarged and detailed Elder Wand, the other two Hallows, flanked by Grindelwald's initials stylised to mirror each other, with one 'G' being backwards.

Gellert Grindelwald's Lightning Bolt Spell

180

See also
Lightning spell
Tempest Jinx

Type: Dark charm
Light: Blue and white lightning
Effect: Extreme pain

"Newt lands on his back and Graves immediately sets upon him, casting spells in a whip-like motion with increasing vigour. Graves's immense power is evident, as Newt writhes on the ground, unable to stop him. [...] Graves continues to whip Newt, a manic, crazed look in his eyes."—[FBaWtFT]

This unidentified spell (incantation unknown) was used by the Dark Wizard Gellert Grindelwald against Newt Scamander in the New York City Subway in 1926, during the Obscurus attack on New York. It manifested itself in the form of a bolt of white lightning. It was very painful to be struck with, as Grindelwald used it to torture Newt Scamander upon overpowering him, and potentially deadly.

Gellert Grindelwald's Ripple Spell

Type: Dark charm

Effect: Blasts target into the air, rippling along objects to reach target

"Finally, almost bored by Newt's efforts, Graves casts a spell that ripples along the train tracks and down the tunnel, finally blasting into Newt, throwing him high into the air."—[FBaWtFT]

This spell (incantation unknown) blasts the target into the air, and "ripple" along objects to reach its target.

Gellert Grindelwald's Water-Filling Spell

182

Type: Spell

Wand movement: Touch wand on desired liquid

Light: None

Effect: Fills a nearby contained space with whatever liquid is touched to the caster's wand.

"Grindelwald touches the Elder Wand to the river and at once the inside of the carriage begins to fill with water."—[FBtCoG]

This spell (incantation unknown) fills objects with liquid from a source or body of liquid when the caster touch the tip of their wand to it.

Doubling Charm - Geminio

Incantation: Geminio (juh-MIN-ee-oh)

Type: Charm, Curse

Wand movement: Flick wand at target

Light: None

Effect: Duplicates an object

Creator: Helixa and Syna Hyslop

"Hermione screamed in pain, and Harry turned his wand on her in time to see a jewelled goblet tumbling from her grip. But as it fell, it split, became a shower of goblets, so that a second later, with a great clatter, the floor was covered in identical cups rolling in every direction, the original impossible to discern amongst them."

—[HPatDH]

The Doubling Charm (Geminio) is a charm used to duplicate an object, creating an exact replica of that object. It can also be used to curse an object into multiplying repeatedly when touched, where it is instead known as the Gemino Curse.

The Doubling Charm was invented by a pair of reclusive twin witches, Helixa and Syna Hyslop, who used it to create duplicates of every item inside their mansion, in which they lived together their whole lives. After their deaths, their relatives finally learned of this practice, discovering two, duplicated sets of hand-written instructions for the spell, one left by each twin.

There is much debate over whether a copy created with the Doubling Charm holds the same value as the original, as the two items are impossible to tell apart at first, being identical to one another. However, over time, the copy tends to rot or tarnish more quickly than the original, making it possible to identify eventually. Because of this, the replicas created through this charm are considered to have no value or worth.

Ghostly Head Spell

184

Type: Dark charm, Conjuraton

Light: Green

Effect: Creates a ghostly head that the caster can control

This spell (incantation unknown) is a dark charm that manifests itself as a ghostly green head that can be used to knock out an opponent.

Gilderoy Lockhart's Holographic Spell

Type: Spell

Effect: Shoots a glowing holographic image of one's face into the sky

Creator: Gilderoy Lockhart

"He managed to create a massive, illuminated projection of his own face, which he would send skywards in imitation of the Dark Mark."—[WW]

This spell (incantation unknown), shoots an illuminated projection of his own face, which he would send skywards in imitation of the Dark Mark

Freezing Spell - Glacius

186

Incantation: Glacius (GLAY-see-us)

Type: Charm

Wand movement:

Light: Blue

Effect: Freezes target

The Freezing Spell (Glacius) is a charm that freeze a target with icy-cold air created from the tip of the wand. This, in turn, can freeze water, extinguish fires, and cool off Fire Dwelling Salamanders. This charm has the unfortunate side-effect of making the breath of anyone nearby turn into thick white mist due to the extreme frigidity caused by the spell's casting. An object can be enchanted with this spell to attack a person when touched

Duo - Glacius - Tria

Incantation: Glacius Duo
(GLAY-see-us DOO-oh)

Type: Charm

Wand movement: Forwards slash

Light: Blue

Effect: Freezes the target

Glacius Duo is a charm used offensively in duelling to freeze a target enemy in ice. It is a more powerful version of Glacius, but is not as powerful as Glacius Tria.

Incantation: Glacius Tria
(GLAY-see-us TREE-ah)

Type: Charm

Light: Blue

Effect: Freezes target enemy

Glacius Tria is a charm used offensively in duelling to freeze a target enemy. It is the most effective version of Glacius, being more powerful than Glacius Uno and Glacius Duo.

Glass to Sand Spell

Type: Transfiguration

Wand movement: Point in targeted direction

Light: Blue

Effect: Turns glass to sand

This spell (incantation unknown), causes any glass that comes within a certain radius of the caster to be transfigured into sand. It looks blue, almost like water, and surrounds the caster in a half-circle.

Incantation: Glisseo (glis-EH-oh)

Type: Charm

Light: None

Effect: Turns stairs into a slide

"He was on the sixth stair when there was a loud, wailing, klaxon-like sound and the steps melted together to make a long, smooth stone slide like a helter-skelter."

—[HPatOotP]

"Two masked Death Eaters stood there, but even before their wands were fully raised, Hermione shouted, 'Glisseo!' The stairs beneath their feet flattened into a chute and she, Harry, and Ron hurtled down it, unable to control their speed..."—[HPatDH]

Glisseo is the incantation of a charm that can be used to transform a staircase into a smooth slide. It is very old, having been in use since the Middle Ages.

Golden Flame

Incantation: Unknown, may be none

Wand movement: Involuntary

Light: Golden

Effect: Robust golden flames

"As the pain from Harry's scar forced his eyes shut, his wand acted of its own accord. He felt it drag his hand around like some great magnet, saw a spurt of golden fire through his half-closed eyelids, heard a crack and a scream of fury."—[HPatDH]

This golden flame (incantation unknown, if any) is a unique magical effect, possibly a spell, that produces an extremely powerful jet of golden fire.

Gormlaith Gaunt's Curse

190

Type: Curse

Effect: Puts people in an enchanted slumber

"At her first sight of the large granite building rising in the darkness from the peak of Mount Greylock, Gormlaith sent a powerful curse containing Isolt and James's names towards the house, which forced them into an enchanted slumber."—[WW]

This curse (incantation unknown) places the victim in an enchanted slumber. It was cast by Gormlaith Gaunt in 1634 when she arrived at Ilvermorny School of Witchcraft and Wizardry.

Green Sparks

Type: Charm

Wand movement:

Light: Green

Effect: Jet of green sparks

"...we'll send up green sparks, right? Get yer wands out an' practice now..."—[HPatPS]

Green Sparks (incantation unknown) is a charm which precipitates a jet of green sparks from the tip of the wand, something that might be useful to signal an emergency and call for help. It can also be used offensively as a minor duelling spell. It is covered in the book *The Dark Forces: A Guide to Self-Protection*.

Green Special Jinx

192

Type: Special Jinx

Wand movement:

Light: Green

Effect: Provokes damage on the opponent.

The green Special Jinx (incantation unknown) is one of the four Special Jinxes, alongside the red, the blue and the yellow Special Jinxes.

This jinx emits a large blast of green light from the tip of the caster's wand, accompanied by a loud, rushing noise. Of all the Special Jinxes this seems to be the most powerful, as it damages the opponent more effectively than the other three. It is, for this reason, used in duelling.

Gripping Charm

Type: Charm

Light: None

Effect: Makes holding objects easier

Creator: Unknown (1875)

"With the discovery of Gripping Charms in 1875, however, straps and finger holes have become unnecessary, as the Chaser is able to keep a one-handed hold on the charmed leather without such aids."—[Quidditch Through the Ages]

The Gripping Charm (incantation unknown) is a charm that makes a certain object easier to hold on to.

Discovered in 1875, the Gripping Charm revolutionised the design of the Quaffle, allowing Chasers to hold, throw and catch the ball with one hand easily, therefore eliminating the need for straps or finger holes.

See also
Engorgement Charm

Type: Charm
Effect: Increases size

"...he wished he had not mixed up the incantations for Colour Change and Growth Charms, so that the rat he was supposed to be turning orange swelled shockingly and was the size of a badger before Harry could rectify his mistake."—[HPatOotP]

The Growth Charm (incantation unknown) is a charm which presumably increases the physical size of the target; it is unknown whether the spell is used to increase the size of the target's cells themselves, or if more cells are created to give an appearance of a greater size.

Gubraithian Fire

Type: Charm

Effect: Everlasting flames

"Dumbledore'd bewitched this branch to burn fer evermore, which isn' somethin' any wizard could do..."—[HPatOotP]

Gubraithian Fire (incantation unknown), also known as Everlasting fire, is a flame which has been enchanted to burn forever without dying; presumably even after the caster responsible for it perishes. It is quite an advanced piece of magic, as few wizards are capable of it.

Hair-Thickening Charm

196

Type: Charm

Effect: Causes hair to grow longer and thicker

"When Alicia Spinnet turned up in the hospital wing with her eyebrows growing so thick and fast they obscured her vision and obstructed her mouth, Snape insisted that she must have attempted a Hair-thickening Charm..."—[HPatOotP]

The Hair-Thickening Charm (incantation unknown) is a charm which causes the target's hair to grow longer and thicker very quickly.

Hand-Held Flames

Type: Conjunction

Light: Fire

Effect: Produces flames that can be hold in one's hand

"There was a soft, crackling noise, and a shivering light filled the compartment. Professor Lupin appeared to be holding a handful of flames."—[HPatPoA]

This unnamed spell (incantation unknown) is used to conjure flames that can be held in one's hand without burning them.

See also
Mending Charm

Incantation: Harmonia Nectere Passus
(har-MOH-nee-ah neck-TA-ray PASS-us)

Type: Charm

Wand movement: Point wand at target

Light: None

Effect: Repairs Vanishing Cabinets

Harmonia Nectere Passus is the incantation of a charm used to repair a broken Vanishing Cabinet and perfect its performance. It requires more than simply speaking the incantation in front of the damaged device.

Head Growing Curse

Type: Curse

Effect: Causes the victim to grow extra heads

"It's amazing here in Egypt. Bill's taken us around all the tombs and you wouldn't believe the curses those old Egyptian wizards put on them. Mum wouldn't let Ginny come in the last one. There were all these mutant skeletons in there, of Muggles who'd broken in and grown extra heads and stuff."—[HPatPoA]

This curse (incantation unknown) causes the victim to grow extra heads. It is possible that this curse's incantation is *Mutatio Skullus*.

Herbifors

200

Incantation: Herbifors (HERB-i-fors)

Type: Transfiguration

Wand movement: Point wand at target

Light: Red or purple

Effect: Transforms target into flowers

Herbifors is the incantation for a transforming spell that turns the target into a bunch of flowers. It can work on an individual's head of hair.

Herbivicus Charm

See also
Growth Potion
Herbifors
Orchideous
Rose Growth

Incantation: Herbivicus (her-BIV-i-cuss)
Type: Charm
Wand movement:
Light: Green or none
Effect: Rapidly grew plants

The Herbivicus Charm, also known as the Herbivicus Spell or Gardening Charm, (Herbivicus) is a charm used to rapidly increase the growth rate of plants and cause flowers to bloom. Herbivicus Duo is a stronger version of this charm.

Upon casting, a twisting jet of brilliant green light will shoot from the wand. A crackling ball of emerald-green energy will appear at the tip of the wand, with an identical one appearing at the plant one is charming, with a thick jet of green light connecting them. The plant will rapidly begin blooming.

Herbivicus Duo

Incantation: Herbivicus Duo
Type: Charm
Effect: Stronger variation of the Herbivicus Charm

Herbivicus Duo is the incantation of a stronger variation of the Herbivicus Charm, a charm which causes radically accelerated growth in plants.

Hex Zapper

202

Type: Counter-curse

Effect: Destroys negative energies, and attracts positive ones

The Hex Zapper is a spell used to counter the effects of a hex, by destroying negative energies and summoning positive ones.

This spell is mentioned on page 68b of Dark Arts Defence: Basics for Beginners.

Hex-Breaker

Type: Counter-curse

Effect: Breaks hexes

A Hex-Breaker (incantation unknown) is a counter-curse used to break the effects of a hex. The left-handed Hex-Breaker requires a complex sequence of six steps, finishing with standing on one's head and casting the spell while holding the wand with one's feet.

Page 68b of Dark Arts Defence: Basics for Beginners included step-by-step illustrations on how to cast this spell.

Hive-Conjuring Spell

See also
Pimple Jinx
Stinging Jinx

Type: Dark charm
Effect: Causes hives to erupt

"But I got him, Father! I got him as he went by and he didn't look so pretty with hives all over him, did he, Merope?"—[HPatHBP]

This unidentified spell (incantation unknown) is a dark charm that causes painful hives to erupt on the victim's face.

Homing Spell

204

Type: Dark Arts

Light: Orange or green

Effect: Offensive spells; will follow their target

Homing spells (incantation unknown) are offensive spells that follows their target with a constant speed after being cast.

They are similar in appearance to a floating ball of light, and can only be stopped when they hit their target, or when they hit an obstacle between them and their target. Given the destructive and harmful impact of these spells, they are most likely dark magic.

Homenum Revelio

See also
Revelio Charm
Specialis Revelio
Revealing Charm
Scarpin's Revelaspell

Incantation: Homenum Revelio
(hoh-MUN-numreh-VEH-lee-oh)
Type: Charm
Wand movement:
Light: None
Effect: Reveals human presence

"Before we go any farther, I think we'd better check," whispered Hermione, and she raised her wand and said, "Homenum revelio."—[HPatDH]

The Human-presence-revealing Spell (Homenum Revelio) is a charm which reveals the presence of other humans in the surrounding environment. The spell indicates a body by a marker which can be felt by the target as something "swooping" low over them. It is a variation of the Revelio Charm.

Type: Charm

Effect: When cast onto a map, it enables to track the movements of every person in the mapped area

"But the truly remarkable thing were the tiny ink dots moving around it, each labelled with a name in minuscule writing. Astounded, Harry bent over it. A labelled dot in the top left corner showed that Professor Dumbledore was pacing in his study; the caretaker's cat, Mrs Norris, was prowling the second floor; and Peeves the Poltergeist was currently bouncing around the Trophy Room."—[HPatPoA]

The Homonculous Charm (incantation unknown) is a charm that, when cast onto a map, will enable its possessor to track the movements of every person in the mapped area, through labelled dots that moves around the parchment.

The charm has a powerful effect in that it is not fooled by various methods of concealment and disguise, such as invisibility cloaks (including the fabled Cloak of Invisibility), the Polyjuice Potion and Animagus transformations. However it doesn't seem to distinguish between generations if people have the same name.

Homorphus Charm

Type: Charm

Wand movement:

Light: Yellow

Effect: May temporarily change a transformed werewolf back into their human form

"— and then, if you'll believe it, I pounced — like this — slammed him to the floor — thus with one hand, I managed to hold him down — with my other, I put my wand to his throat — I then screwed up my remaining strength and performed the immensely complex Homorphus Charm — he let out a piteous moan [...] — the fur vanished — the fangs shrank — and he turned back into a man. Simple, yet effective — and another village will remember me forever as the hero who delivered them from the monthly terror of werewolf attacks."—[HPatCoS]

The Homorphus Charm (incantation unknown) is a charm that can supposedly be used to temporarily change a transformed werewolf back into their human form. It is not, however, a cure for lycanthropy.

Horcrux-Making Spell

208

Type: Dark Arts

Effect: Prepares a receptacle to become a Horcrux

Creator: Herpo the Foul (possibly)

"'How do you split your soul?'[...]By an act of evil — the supreme act of evil. By committing murder. Killing rips the soul apart. The wizard intent upon creating a Horcrux would use the damage to his advantage: he would encase the torn portion — 'Encase? But how —?' 'There is a spell, do not ask me, I don't know!...'—[HPatHBP]

*"The receptacle is prepared by dark magic to become the receptacle of a fragmented piece of soul and that that piece of soul deliberately detached from the Master Soul to act as a future safeguard or anchor to life and to safeguard against death."
— J[PC]*

This dark spell (incantation unknown) is used to prepare a receptacle for the placing of a fragmented piece of soul within it, thereby allowing the target to become a Horcrux, tethering the caster to the mortal world, preventing death.

Horn Tongue Hex

See also
Anteoculatia
Tail-growing spell

Type: Hex
Effect: Transforms target's tongue into a
horn

"... horn tongue... just what he needed, to give it an extra weapon [...]"—[HPatGoF]

This is a hex (incantation unknown) that Transfigures the target's tongue to a bony substance resembling horn, presumably

Horton-Keitch Braking Charm

210

See also
Braking Charm

Type: Charm
Effect: Allow broomsticks to brake more
easily
Creator: Basil Horton and Randolph Keitch
(c. 1929)

"The patented Horton—Keitch braking charm meant that Quidditch players were much less likely to overshoot goals or fly offside..."—[Quidditch Through the Ages]

The Horton-Keitch Braking Charm (incantation unknown) is a charm patented by Basil Horton and Randolph Keitch that allows for broom-riders to stop more precisely. It is applied to all broomsticks built by the Comet Trading Company. This particular Braking Charm allows Quidditch players to be less likely to overshoot goals or fly offside.

Hot Air Charm

See also
Windy Spell

Type: Charm
Wand movement:
Light: None
Effect: Jet of hot air

"She pulled out her wand and gave it a complicated little wave so that hot air streamed out of the tip; she then pointed this at her robes, which began to steam as they dried out."—[HPatOotP]

The Hot Air Charm (incantation unknown) is a charm that streams hot air out of the caster's wand. This air in turn can quickly dry off soaked garments.

Hour-Reversal Charm

212

Type: Charm

Light: Blue

Effect: Reverses time

"As our investigations currently stand, the longest period that may be relived without the possibility of serious harm to the traveller or to time itself is around five hours. We have been able to encase single Hour-Reversal Charms, which are unstable and benefit from containment, in small, enchanted hour-glasses that may be worn around a witch or wizard's neck and revolved according to the number of hours the user wishes to relive."—[WW]

The Hour-Reversal Charm (incantation unknown) is a charm that can be used to reverse time by one hour, up to a maximum of five hours.

The Hour-Reversal Charm is dangerous and unstable and going beyond the safety threshold of five hours might bring serious harm to the flow of time. According to Professor Saul Croaker, this enchantment is what is used to bewitch Time-Turners, as their instability makes them more efficient when contained by a magical artefact.

Hover Charm

See also
Levitation Charm
Levitation Spell

Type: Charm
Wand movement:
Light: Pink
Effect: Makes objects hover

"Aunt Petunia's masterpiece of a pudding, the mountain of cream and sugared violets, was floating up near the ceiling. On top of a cupboard in the corner crouched Dobby."—[HPatCoS]

"Dear Mr. Potter, We have received intelligence that a Hover Charm was used at your place of residence this evening at twelve minutes past nine."—[HPatCoS]

The Hover Charm (incantation unknown) is a charm which makes the target hover in mid-air for a brief period of time. It is one of the many lesser variations of the Levitation Charm, and works on both objects and people.

See also
Broom jinx

Type: Hex

Wand movement: Point wand at target

Light: None

Effect: Causes a broomstick to attempt to
hurl its rider off

"We've checked for most of the usual curses, but Professor Flitwick believes the broom might be carrying a Hurling Hex."—[HPatPoA]

The Hurling Hex (incantation unknown) is a hex that can be applied to a broomstick, which will cause the broomstick to attempt to hurl its rider off.

Ice Jinx

Type: Jinx

Effect: Generates a small block of ice

The Ice Jinx (incantation unknown) is a jinx used to generate a small block of ice.

Illegibilus

216

Incantation: Illegibilus (i-LEDJ-i-bull-is)

Type: Charm

Effect: Makes text illegible

Illegibilus is the incantation of a charm that makes writing impossible to read.

Freezing Charm - Immobulus

See also
Full Body-Bind Curse
Slowing Charm

Incantation: Immobulus
(ih-MOH-byoo-luhs)

Type: Charm

Wand movement:

Light: Blue

Effect: Stops movement and actions of the
target

"'He just wants to give us some hands-on experience,' said Hermione, immobilizing two pixies at once with a clever Freezing Charm and stuffing them back into their cage."
—[HPatCoS]

The Freezing Charm (Immobulus) is a charm which immobilises and stops the actions of the target. With the use of this charm, the movement of living or animated targets is stopped, and the functioning of objects such as Muggle burglar alarms is halted.

This spell is covered in *The Standard Book of Spells, Grade 2* by Miranda Goshawk.

Incantation: Impedimenta (im-PED-i-MEN-ta)

Type: Jinx, Hex

Wand movement:

Light: Turquoise

Effect: Hinders movement of target

"Swift use of this jinx can freeze an attacker for a few moments, or stop a magical beast in its tracks. The jinx is a vital part of any duellist's arsenal."

—[Book of Spells]

"I like the look of this one, this Impediment Jinx. Should slow down anything that's trying to attack you, Harry. We'll start with that one."—[HPatGoF]

The Impediment Jinx (Impedimenta), also known as the Impediment Hex, is a jinx that hinders the movement of the target, slowing it down or stopping it in its tracks. It is a common spell used in duelling.

It is only temporary, lasting on average for a few seconds. Although it is capable of freezing a wasp in mid-air, it is ineffective against lethifolds. It is also ineffective against armoured opponents, such as Acromantulas and Blast-Ended Skrewts unless it happens to hit them on their underbellies, which have no protective armour.

The jinx will usually simply immobilise a target, it can also be used to push or throw a target backward, or simply decrease the velocity of the victim's movement.

Imperius Curse - Imperio

Incantation: Imperio (im-PEER-ee-oh)

Type: Curse

Wand movement: Point wand at victim

Light: None

Effect: Total control

"Moody began to beckon students forward in turn and put the Imperius Curse upon them. Harry watched as, one by one, his classmates did the most extraordinary things under its influence. Dean Thomas hopped three times around the room, singing the national anthem. Lavender Brown imitated a squirrel. Neville performed a series of quite astonishing gymnastics he would certainly not have been capable of in his normal state."—[HPatGoF]

The Imperius Curse (Imperio) is a tool of the Dark Arts, and is one of the three Unforgivable Curses. It is one of the most powerful and sinister spells known to Wizardkind. However, it can also be used for good and not only evil purposes, depending on the caster's intentions.

When cast successfully, the curse places the victim completely under the caster's control, though a person with exceptional strength of will can resist it. A person under the curse is said to be Imperiused. The fact that this curse can be directly defended against, makes it unique amongst the Unforgivable Curses.

Imperturbable Charm

220

Type: Charm

Wand movement:

Light: None

Effect: Invisible barrier

"It's no go with the Extendable Ears, she's gone and put an Imperturbable Charm on the kitchen door."—[HPatOotP]

The Imperturbable Charm (incantation unknown) is a charm that creates an invisible magical barrier around an object, such as a door. Objects will bounce off of the barrier, and it also muffles sounds. An object enchanted in this manner is said to have been "Imperturbed".

Impervius Charm

Incantation: Impervius (im-PUR-vee-us)

Type: Charm

Wand movement: Tap target

Light: None

Effect: Waterproofs an object

"Hermione tapped them with her wand and said, 'Impervius!' 'There!' she said, handing them back to Harry. 'They'll repel water!'—[HPatPoA]

The Impervius Charm (Impervius) is a charm that makes an object repel water and mist. This can be used to allow someone better sight in bad weather conditions by preventing the rain from hitting their faces.

Inanimatus Conjurus Spell

222

Incantation: Unknown, possibly Inanimatus Conjurus

Type: Transfiguration

Effect: Conjures inanimate objects (presumably)

"...and if we're lucky we'll be able to start McGonagall's Inanimatus Conjurus Spell before lunch..."—[HPatOotP]

The Inanimatus Conjurus Spell (incantation unknown) is a transfiguration spell of unknown effect although, given the name, it is likely used to conjure inanimate artefacts.

Incarcerous Spell

See also
Incarcifors
Fulgari
Brachiabindo
Rope Bind

Incantation: Incarcerous (in-KAR-ser-us)
Type: Conjuraton
Wand movement:
Light: None
Effect: Bound target in ropes

"'Incarcerous!' A few of them stumbled, one or two of them bound in ropes, but those climbing onto the rock behind them merely stepped over or on the fallen bodies."

—[HPathHBP]

The Incarcerous Spell (Incarcerous) is a spell that conjures thick ropes or thin cords from "thin air", that bounds whatever the caster is pointing their wand at.

Incantation: Incendio (in-SEN-dee-o)

Type: Charm

Wand movement:

Light: Orange and red

Effect: Conjure flames

"From lighting a warm hearth to igniting a Christmas pudding, the Fire-Making Spell is always useful around the wizarding household. However, the ability to produce fire with the flick of a wand can be dangerous to your fellow students (and worse, your books)."—[Book of Spells]

"'Incendio!' said Mr Weasley, pointing his wand at the hole in the wall behind him. Flames rose at once in the fireplace, crackling merrily as though they had been burning for hours.}"—[HPatGoF]

The Fire-Making Spell, also known as the Fire-Making Charm (Incendio) is a charm that conjures a jet of flames that can be used to set things alight.

This spell is listed in The Standard Book of Spells, Grade 1 by Miranda Goshawk. This spell is mentioned in the lyrics of Celestina Warbeck's song "A Cauldron Full of Hot, Strong Love".

Duo - Incendio - Tria

Incantation: Incendio Tria

(in-SEN-dee-oh TREE-ah)

Type: Charm

Wand movement: Downward slash

Light: Blue

Effect: Conjures blue flames

Incendio Tria is the incantation of a charm that conjures blue flames.

This charm is an improvement over both Incendio and Incendio Duo, and consequently creates larger flames than either spell.

Incantation: Incendio

(in-SEN-dee-oh)

Type: Charm: Conjuraton

Wand movement: Point wand at target

Light: Green

Effect: Conjure flames

The Incendio Duo Spell (Incendio) is a charm that conjures green flames.

It is a stronger variation of the Fire-Making Spell, but not as strong as Incendio Tria.

Ignition Spell - Inflamare

See also
Fire-Making Spell
Lacarnum Inflamari

Incantation: Inflamare
Type: Conjuraton
Wand movement: triangular gesture
Light: Purplish-white
Effect: Lights a target using a small
fireball

The Ignition Spell (Inflamare) is used to light a target via a small fireball.

Inflating Charm - Inflatus

226

Incantation: Inflatus (in-FLAY-tus)

Type: Charm, Jinx

Wand movement: Point wand at target

Light: Purple

Effect: Inflates target

"Next second, several buttons burst from her tweed jacket and pinged off the walls — she was inflating like a monstrous balloon, her stomach bursting free of her tweed waistband, each of her fingers blowing up like a salami..."—[HPatPoA]

The Inflating Charm (Inflatus) is a charm (sometimes referred to as a jinx) that inflates the target.

Informous Spell

Incantation: Informous

Type: Charm

Wand movement: Point wand at target

Light: Blue

Effect: Adds to the Folio Bruti

The Informous Spell (Informous) is a charm that adds a page with information regarding the charmed creature to the caster's Folio Bruti.

Instant Scalping Hex

228

See also
hair Loss Curse

Type: Hex
Effect: Instantly scalps hair

"Instant scalping... but dragons had no hair..."—[HPatGoF]

This is a hex (incantation unknown) that instantly scalps all the hair off of a target.

This spell appears in Basic Hexes for the Busy and Vexed

Intruder Charm

Type: Charm

Effect: Detects intruders and sounds an alarm

"Didn't hear my Intruder Charm go off, i was taking a bath."—[HPatHBP]

The Intruder Charm (incantation unknown) is a charm which detects intruders and sound an alarm, the magical-equivalent to a burglar alarm.

Type: Charm

Effect: Renders area invisible

The Invisibility Charm (incantation unknown) is a charm used to render a target area invisible. The effects of this charm can be countered by a set of Re-Visibility Spectacles.

Type: Charm

Effect: Makes things invisible

"...I mean, obviously it's some kind of Invisibility Spell..."—[HPatOotP]

The Invisibility Spell (incantation unknown) is a charm that renders something invisible. It creates a field of invisibility around the charmed object and thus differs from the Disillusionment Charm, which hides objects by causing them to blend into their surroundings. The invisibility field can be extended beyond the object itself as well, as shown by Fred and George Weasley's invention of Headless Hats, which, when worn, makes the wearer's entire head invisible.

Invisible Ropes Spell

Type: Spell

Effect: Conjures invisible ropes used to restrain others

"Dumbledore had most of the remaining Death Eaters grouped in the middle of the room, seemingly immobilised by invisible ropes..."—[HPatOotP]

This is a spell (incantation unknown) to bind or restrain someone with invisible ropes.

Jelly-Legs Jinx - Locomotor Wibbly

See also
Jelly-Fingers Curse
Leg-Locker Curse
Stickfast Hex

Incantation: Locomotor Wibbly
(LOH-koh-moh-tor WIB-lee)
Type: Curse, Jinx
Wand movement:
Light: Orange
Effect: Legs become wobbly

"Hermione managed to shatter it with a well-placed Jelly-Legs Jinx. Harry wobbled around the room for ten minutes afterwards before she had looked up the counter-jinx."—[HPatGoF]

The Jelly-Legs Curse, also known as the Jelly-Legs Jinx (Locomotor Wibbly) is a dark charm that causes the victim's legs to collapse as if they were turned to jelly. This spell is covered in Curses and Counter-Curses by Professor Vindictus Viridian.

This spell will have unpleasant side effects if used in conjunction with the Pimple Jinx, namely causing little tentacles to sprout all over the victim's face.

Jelly-Brain - Jinx | Curse - Jelly-Fingers

Type: Jinx
Effect: Dulls mental abilities

See also
Confundus Charm

Type: Curse
Effect: Fingers become wobbly

The Jelly-Brain Jinx (incantation unknown) is a jinx that reduces one's mental abilities.

The Jelly-Fingers Curse (incantation unknown) is a curse that causes the victim's fingers to become wobbly, as if they have been turned to jelly.

Jelly Window Jinx

232

Type: Jinx, Transfiguration

Light: Blue

Effect: Turns glass soft and sticky

"Newt casts a spell towards the window, turning it into a sticky jelly, which finally traps the Niffler."—[FBaWtFT]

Turns window glass into a jelly-like substance that can trap anything coming into contact with it.

Knee-Reversal Hexs

Type: Hex

Effect: Puts knees on backward

"I hexed the man who came for it. I'd like to see him fly with his knees on back to front, the great hairy hog."—[Quidditch Through the Ages]

The Knee-reversal hex (incantation unknown) is a hex that causes the victim's knees to reverse position from the front of their legs, where they are supposed to be located, to the back.

Knitting charm

234

Type: Charm

Wand movement:

Light: None

Effect: Knitting needles knit automatically

"They're hats for house-elves. I did them over the summer. I'm a really slow knitter without magic but now I'm back at school I should be able to make lots more."

—[HPatOotP]

The Knitting Charm (incantation unknown) is a charm used to bewitch knitting needles to perform their task autonomously.

Lacarnum Inflammari

See also
Fire-Making Spell
Bluebell Flames
Hand-held flames
Ignition Spell

Incantation: Lacarnum Inflammari
(la-KAR-num in-flah-MAR-ee)

Type: Charm
wand movement:

Light: Orange

Effect: Ignites items of clothing

Lacarnum Inflammari is the incantation of a charm used to ignite cloaks or other items of clothing worn by individuals.

See also
Tongue-Tying Curse
Silencing Charm
Oscausi

Incantation: Langlock (LANG-lock)
Type: Jinx
Wand movement:
Light: None
Effect: Sticks tongue to roof of the mouth
Creator: Severus Snape

"Harry aimed his wand at Peeves and said, "Langlock!" Peeves clutched at his throat, gulped, then swooped from the room making obscene gestures but unable to speak, owing to the fact that his tongue had just glued itself to the roof of his mouth."
—[HPathHBP]

Langlock is the incantation of a jinx that causes one's tongue to affix to the roof of their mouth. It is known to work on humans as well as on spirits (including a poltergeist). It was most likely invented for the sake of preventing someone from speaking aloud or even to prevent a spell from being cast.

It was invented by Severus Snape and recorded in his copy of Advanced Potion-Making while he was a student at Hogwarts School of Witchcraft and Wizardry in the 1970s.

It is unknown when Severus Snape invented this and many of his other spells, as according to Sirius Black "he knew more curses when he arrived at school than half the kids in seventh year."

Laughing Curse

See also

Laughing Potion

Laugh-inducing Potion

Cheering Charm

Type: Curse

Effect: Induce uncontrollable laughter in the victim

The laughing curse (incantation unknown) is a curse that can induce uncontrollable laughter in the victim, causing them to experience laughing fits that they can not naturally break from. This curse can be cast upon objects and spread via touch.

Lawn-Creating Spell

238

Type: Conjunction

Effect: Creates or smoothens lawns out of larger geographical formations

"Thought to be situated somewhere in the Pyrenees, visitors speak of the breathtaking beauty of a chateau surrounded by formal gardens and lawns created out of the mountainous landscape by magic."—[WW]

This spell (incantation unknown) can be used to create lawns out of larger geographical formations, such as mountains. It is known to have been used once: for the creation of the lawns surrounding the Palace of Beauxbatons, from the Pyrenees.

Leek Jinx

Type: Jinx

Wand movement:

Ligh: Yellow

Effect: Leeks sprout from ears

"A number of small scuffles broke out in the corridors, culminating in a nasty incident in which a Gryffindor fourth-year and a Slytherin sixth-year ended up in the hospital wing with leeks sprouting out of their ears."—[HPatPoA]

The Leek jinx (incantation unknown) is a jinx that can be used to make leeks sprout from the victim's ears.

Leg-Locker Curse - Locomotor Mortis

240

See also
Jelly-Legs Curse
Stickfast Hex

Incantation: Locomotor Mortis
(LOH-koh-moh-tor MOR-tis)
Type: Curse
Wand movement:
Light: Red or purple
Effect: Sticks legs together

"At that moment Neville toppled into the common room. How he had managed to climb through the portrait hole was anyone's guess, because his legs had been stuck together with what they recognised at once as the Leg-Locker Curse. He must have had to bunny hop all the way up to Gryffindor tower."—[HPatPS]

The Leg-Locker Curse (Locomotor Mortis), also known as the Leg Locking Spell is a curse that bind the legs of the victim together.

Legilimency Spell - Legilimens

Incantation: Legilimens (leh-JILL-ih-mens)

Type: Charm

Wand movement:

Light: Psychedelic transparent wave

Effect: Let caster see into the mind of another person

"I am about to attempt to break into your mind. We are going to see how well you resist. Brace yourself, now.... Legilimens!"—[HPatOotP]

The Legilimency Spell (Legilimens) is a charm that allows the caster to perform Legilimency; in other words, to delve into the mind of the victim, permitting the caster to see memories, emotions and thoughts.

Skilled Legilimens is able to perform Legilimency without using the incantation or a wand. Highly skilled Legilimens are able to control their victims and create realistic visions.

Levitation Spell - Levioso

242

See also
Levitation Charm
Hover Charm
Rocket Charm
Floating Charm

Incantation: Levioso (leh-vee-OH-so)
Type: Charm
Wand movement: Tap the target
Light: None
Effect: Makes objects levitate

"The 'Levitation' spell is one of the earliest recorded spells of the wizarding world, with its origins in ancient England."

The Levitation Spell (Levioso) is a charm that levitates objects. However, it do not also allow one to move said objects and requires contact with the target.

Dangling Jinx - Levicorpus

Incantation: Levicorpus (leh-vee-COR-pus)

Type: Jinx

Wand movement:

Light: Green

Effect: Suspends people by the ankles in the air

Creator: Severus Snape

"Oh, that one had a great vogue during my time at Hogwarts. There were a few months in my fifth year when you couldn't move for being hoisted into the air by your ankle."—[HPatHBP]

The Dangling Jinx (Levicorpus) is a jinx, which is intended to be cast nonverbally but the incantation can also be spoken aloud, causes the victim to be hoisted into the air by their ankle; the counter-jinx for this jinx is Liberacorpus.

This jinx was invented by Severus Snape and recorded under his pseudonym the "Half-Blood Prince" during his time as a student at Hogwarts School of Witchcraft and Wizardry.

Liberacorpus

Incantation: Liberacorpus (lib-er-ah-COR-pus)

Type: Counter-jinx

Wand movement: Jerk wand upwards

Light: Flash of light of unknown colour

Effect: Counteracts the Dangling Jinx

Creator: Severus Snape

Liberacorpus is the incantation for the counter-jinx to the Dangling Jinx (Levicorpus).

See Also

Gellert Grindelwald's lightning bolt spell

Tempest Jinx

Type: Spell

Wand movement: Point wand

Light: Blue-white

Effect: Shoots blue-white lightning from wand tip

This spell (incantation unknown) was used by Lord Voldemort in May of 1998 to test the strength of the Elder Wand, which he had recently stolen from Albus Dumbledore. It was used to shoot a thick bolt of blinding white lightning into the sky, along with a slight crackling noise as high amounts of electricity tend to produce.

A similar spell was utilised by Gellert Grindelwald during his duel with Newton Scamander in 1926 and once more in 1927, during his escape from custody.

Limbo Mist

Type: Charm

Light: Gold

Effect: Reverses gravity

"He turned back, took a right turn, and saw an odd golden mist floating ahead of him."—[HPatGoF]

Limbo Mist (incantation unknown) is an odd-looking golden mist that floats a few feet above the ground. When stepping into it, the mist appears to reverse the effects of gravity. Individuals caught up in the mist feels that they are hanging upside down from the ground. If the individual can keep a cool head and walk through the mist, then the effects are reversed upon exiting the mist.

Limbo Mist was as an obstacle in the Hedge Maze during the Third Task of the 1994 Triwizard Tournament.

Limbo Mist Anticharm

Type: Counter-charm

Effect: Used against Limbo Mist

This anticharm (incantation unknown) is used against Limbo Mist, in order not to be hindered by its effects. To cast this spell, one has to remove all potentially hindering articles such as scarves or accessories.

See also
Locomotor Mortis
Locomotor Wibbly
Piertotum Locomotor

Incantation: Locomotor
(loh-kuh-MOH-tor)
Type: Charm
Wand movement: Raise wand
Light: None
Effect: Moves objects in midair

"Locomotor Trunk." Harry's trunk rose a few inches into the air. Holding her wand like a conductor's baton, Tonks made it hover across the room and out of the door ahead of them, Hedwig's cage in her left hand."—[HPatOotP]

Locomotion Charms are a group of charms that are used to affect the movement of the target of the spell; whether it is to restrict it, move heavy objects around without having to physically carry them, or to magically instigate inanimate objects in order to put household items to work by themselves, which are described as 'basic'. or bewitching something to carry out important tasks, such as passing on messages or protecting people or places.

The most basic Locomotion Charm, (Locomotor), enables a witch or wizard to levitate a target a few inches off of the ground and then move said object in any given direction. The spell is cast by holding their wand out whilst pointing it on the desired target and, once the spell is in effect, has to wield one's wand like a conductors baton to direct the movements of the objects in question. Proficient casters can also move more than one object at a time, and use it for such trivial tasks as setting the table for a meal in one fell swoop, although, as it involves making food, tableware and cutlery setting themselves on the table simultaneously, this requires additional wandwork. Similarly to the Summoning Charm, a specific object can be moved by saying the object aloud after saying the incantation.

Wand Lighting Charm - Lumos

See also
Lumos Duo
Lumos Maxima
Lumos Solem

Incantation: Lumos (LOO-mos)
Type: Charm
Wand movement:
Light: White
Effect: Illuminates the wand tip
Creator: Levina Monkstanley (1772)

"The Wand-Lighting Charm is simple, but requires concentration. Take care not to accidentally set your wand alight as damage of this kind can be permanent. If in any doubt about your abilities you would do better to buy yourself a magic lantern."
—[Book of Spells]

The Wand-Lighting Charm (Lumos) is a charm that illuminates the tip of the caster's wand, allowing the caster to see in the dark. The counter-charm for the spell is the Wand-Extinguishing Charm (Nox), which is used to extinguish the light from the caster's wand.

Despite its apparent simplicity, the Wand-Lighting Charm was not invented until the 18th century. It was first used publicly by its inventor, Levina Monkstanley in the Ministry of Magic in 1772 — to the astonishment of her colleagues — to help her look for a fallen quill in a dusty corner.

However, Garvin Lügner (a German wizard) claimed to have been the one who invented the spell, while he was developing his Instant Darkness Powder. It later transpired that Lügner had been lying about the invention of the charm and that his Instant Darkness Powder did not do too much more than slightly dim the lights.

It's important to note that when Lumos is used incorrectly it runs the risk of accidentally igniting the users wand and other objects around them. In addition, Lumos is able to repel ghosts and other spectral forces, causing them to flee. Lumos can also reveal hidden doorways and magical architecture guarded by magical spells that hides them.

if the caster performs the charm without holding their wand, their wand will light up even if it is some distance away.

There are three known variations of this charm: Lumos Solem, Lumos Duo and Lumos Maxima.

Incantation: Lumos Duo
(LOO-mos DOO-oh)

Type: Charm

Wand movement: Slide wand across ground
and point

Light: White

Effect: Focused beam of light from end of
wand

Creator: Possibly Levina Monkstanley
(between 1772 and 1993)

Lumos Duo is a variation of the Wand-Lighting Charm. It creates a focused beam of light from the end of the wand.

Casting this charm causes an extremely bright, intense beam of light to emit from the tip of the wand, which can be used for a variety of purposes.

For instance, the spell's light forces ghouls to retreat and hinkypunks to solidify, and therefore can be used as a defensive measure. The light can also be used to attract Chizpurples, which are attracted to magic.

Incantation: Lumos Maxima
(LOO-mos MAX-i-muh)

Type: Charm

Wand movement: Flick wand, Draw wand
back, Flick again

Light: White

Effect: Produces bright light from wand tip

Lumos Maxima is the incantation to a charm that can be used to produce a blinding flash of bright white light from the tip of the wand, a modified version of the Wand-Lighting Charm.

To cast this light-creation spell, one has to flick their wand, then draw it back and flick it a second time, after which it will light, as noted in chapter thirty-two of *Extreme Incantations* by Violeta Stitch. The spellbook also includes a diagram depicting the proper casting of this spell.

Lumos Solem

See also
Wand-Lighting Charm
Lumos Duo
Lumos Maxima

Incantation: Lumos Solem
(LOO-mos SO-lem)
Type: Charm
Wand movement: Point wand at target
Light: White
Effect: Produce blinding flash of sunlight

The Lumos Solem Spell (Lumos Solem) is a charm used to produce a blinding flash of sunlight. As Devil's Snare hates sunlight and heat, this particular light-creation spell is very effective towards subduing it. Wearing sunglasses is advised when practising this spell to protect one's eyes from the blinding light of the spell.

Lumos Solem Spell was created by Levina Monkstanley in 1772.

Magical Force Field

250

type: Defensive magic

effect: prevents anyone from entering or exiting it

A Magical Barrier Energy Field in the form of a protective bubble was placed around the entrance to City Hall subway station in 1926 New York in order to trap Obscurial Credence Barebone.

It is also referred to as a "magical force field," which appears as a "luminous wall of vibrating energy".

Magicus Extremos

Incantation: *Magicus Extremos* (MAJ-i-cuss ex-TREM-oss)

Type: Charm

Light: Green or Pink

Effect: Temporarily increases casters' spell power

Magicus Extremos is the incantation of a partnership-based charm that temporarily increases the casters' spell power. In order to activate this effect, at least three wizards and/or witches are needed to cast the charm simultaneously, which then invokes significantly increased power for a short while.

Pumpkin-Head Jinx - Melofors

252

Incantation: Melofors (MEL-oh-fors)

Type: Conjuraton, Jinx

Wand movement:

Light: Orange

Effect: Encases head in pumpkin

The Pumpkin-Head Jinx (Melofors), also known as the Melofors Jinx, is a jinx that encases the victim's head in a pumpkin. To outsiders, it appears that the victim's head was transformed into a pumpkin.

Memory Extraction Spell

Type: Spell

Wand movement: Move wand to temple, then remove

Light: Silver

Effect: Extracts a single memory from a person's mind

"Snape pulled out his wand from an inside pocket of his robes and Harry tensed in his chair, but Snape merely raised the wand to his temple and placed its tip into the greasy roots of his hair. When he withdrew it, some silvery substance came away, stretching from temple to wand like a thick gossamer strand, which broke as he pulled the wand away from it and fell gracefully into the Pensieve, where it swirled silvery-white, neither gas nor liquid."—[HPatOotP]

This unidentified spell (incantation unknown) is used to remove single, specific memories from one's own mind and place them in a Pensieve or a flask for storage or if they wish to see the memory again.

Incantation: Metelojinx (meh-TELL-oh-jinks)

Type: Charm

Wand movement:

Effect: Creates a localised thunderstorm within an area

Metelojinx is the incantation of a Weather-Modifying Charm that creates a small, localised thunderstorm within an area.

Meteolojinx Recanto

Incantation: Meteolojinx Recanto

(mee-tee-OH-loh-jinks reh-KAN-toh)

Type: Counter-charm

Wand movement:

Light: None

Effect: Causes weather effects caused by incantations to cease

"Yes, a lot of offices have been raining lately," said Mr. Weasley. "Did you try Meteolojinx Recanto? It worked for Bletchley." "Meteolojinx Recanto?" whispered Ron. "No, I didn't. Thanks, D — I mean, thanks, Arthur."—[HPatDH]

Meteolojinx Recanto is the incantation to a counter-charm that causes weather effects caused by Weather-Modifying Charms such as the Atmospheric Charm to cease.

Mischief Managed

type: Concealment

Effect: Blanks/conceal the marauder's map

"Just tap it again and say, 'Mischief managed!' And it'll go blank."—[HPatPoA]

Mischief Managed is the incantation which closes or "wipes" clean the Marauders Map.

Both the Marauders Map and the incantations for using it were invented in the 1970s by the group of young wizards at Hogwarts known as The Marauders: James Potter, Sirius Black, Remus Lupin, and Peter Pettigrew. The four also placed their nicknames in the map: Moony, Wormtail, Padfoot and Prongs.

I Solemnly Swear That I m up to no Good

effect: Open/reveals the marauder's map

"He took out his wand, touched the parchment lightly and said, 'I solemnly swear that I am up to no good.'—[HPatPoA]

Is the Incantation which opens the Marauders Map

See also
Langlock
Silencing Charm
Babbling Curse
Oscausi

Incantation: Mimblewimble
(MIM-bull-wim-bull)
Type: Curse
Wand movement:
Light: Blue or purple
Effect: Ties tongue in knot

"We're not Snape!" croaked Harry, before something whooshed over him like cold air and his tongue curled backwards on itself, making it impossible to speak. Before he had time to feel inside his mouth, however, his tongue had unravelled again."—[HPatDH]

The Tongue-Tying Curse (Mimblewimble), also known as the Tongue-Tying Spell, is a curse that ties the target's tongue in a knot, preventing them from making coherent speech. This feature also allows one to prevent the victim from speaking the incantations of spells correctly, and hence like the Silencing Charm it is useful in duelling (though can be overcome with more advanced magic). It is covered in the book *Curses and Counter-Curses*, authored by Professor Vindictus Viridian.

Masking Fog

See also
Nebulus

Type: Patented charm
Effect: Produces special fog (for
concealment of certain locations)

The Masking Fog (incantation unknown) is a special magical fog used by the Ministry of Magic to conceal certain areas from Muggle view. In 1999, after the Invisibility Charm debacle at the Exmoor Quidditch stadium, the Ministry considered trying this fog to hide the stadium from view.

See also
Levitation Charm
Locomotion Charm

Incantation: Mobiliarbus
(mo-bil-lee-AR-bus)
Type: Charm
Light: Blue
Effect: Levitate wooden objects

"Somewhere above him, Hermione whispered, "Mobiliarbus!". The Christmas tree beside their table rose a few inches off the ground, drifted sideways and landed with a soft thump right in front of their table, hiding them from view."—[HPatPoA]

Mobiliarbus is the incantation of a charm that enables a witch or wizard to levitate a wooden target a few inches off of the ground and then move said object in any given direction. It works on trees and wands.

The basic spell for moving something starts with the "Mobili-" prefix. It is up to the caster to be able to tack on the correct Latinate word for the object to be moved, in this case a tree.

Charm - Mobilicorpus

Incantation: Mobilicorpus (moh-bil-lee-COR-pus)
Type: Charm
Wand movement:
Light: None
Effect: Move bodies

"He muttered, 'Mobilicorpus.' As though invisible strings were tied to Snape's wrists, neck and knees, he was pulled into a standing position, head still lolling unpleasantly, like a grotesque puppet. He hung a few inches above the ground, his limp feet dangling."—[HPatPoA]

Mobilicorpus is the incantation of a charm which is used to move bodies by suspending them a few inches above the air. This spell is able to move people who find themselves unable to walk, regardless of whether or not they are conscious. It may be a variation of the same basic spell Mobiliarbus is, linked by a base Latin word.

Cushioning Charm - Molliare

See also
Softening Charm

Incantation: Molliare (mul-lee-AR-ray)

Type: Charm

Effect: Places a cushioning effect on an object

Creator: Elliot Smethwyck (1820)

"Harry heard the cart smash into pieces against the passage wall, heard Hermione shriek something, and felt himself glide back toward the ground as though weightless, landing painlessly on the rocky passage floor. "C-Cushioning Charm," Hermione spluttered, as Ron pulled her to her feet..."—[HPatDH]

"...the invention of the Cushioning Charm by Elliot Smethwyck in 1820 went a long way towards making broomsticks more comfortable than ever before."

—[Quidditch Through the Ages]

The Cushioning Charm (Molliare) is a charm that creates a cushioning effect on the target. It is primarily used in broomstick manufacturing to make the brooms more comfortable for riders.

This charm was invented by Elliot Smethwyck in 1820.

Disintegration Spell

260

Type: Dark charm

Wand movement: Point at target

Light: Red

Effect: Blows up and disintegrates the target

This spell (incantation unknown) is a dark charm that causes the person who is hit, to burst into small pieces and disintegrate.

Morsmordre

Incantation: Morsmordre (morz-MOR-druh)

Type: Dark charm

Wand movement:

Light: Green

Effect: Conjures Dark Mark

Creator: Tom Riddle (most likely)

"'MORSMORDRE!' And something vast, green and glittering erupted from the patch of darkness[...] 'Then he realised it was a colossal skull, comprised of what looked like emerald stars, with a serpent protruding from its mouth like a tongue. As they watched, it rose higher and higher, blazing in a haze of greenish smoke, etched against the black sky like a new constellation.'—[HPatGoF]

The Morsmordre spell is the incantation of a dark charm used to conjure the image of the Dark Mark, the skull-and-serpent sign used by Lord Voldemort and his Death Eaters, in the sky. The Death Eaters cast their mark over the homes of anyone they kill as their calling card. It is said to have been created by Lord Voldemort himself.

Mountain-Moving Spell

262

Incantation: Unknown, long and complex

Type: Charm

Light: None

Effect: Moves mountain out of the ground and drops it on a target

"On the count of three, the wizard opened his mouth wide to utter a long and complex incantation that would (if he had finished it) have caused a mountain to erupt out of the earth and collapse on Elizabeth's head."—[Book of Spells]

This spell (incantation unknown) broke a mountain out of the ground, and drops it onto a target. Its incantation is quite long and complex.

In 1379, a wizard, who was the third semi-finalist to partake in an international duelling contest ;on Dartmoor, was planning to use this spell to drop a mountain onto the head of his opponent, Elizabeth Smudgling. Smudgling, however, muttered the shorter incantation of the Disarming Charm, outpacing the other wizard before he could complete the sesquipedalian incantation.

Curse of the Bogies - Mucus ad Nauseam

Incantation: Mucus ad Nauseam (MYOO-kus ahd NAW-zee-um)

Type: Curse

Wand movement:

Light: Green

Effect: Nasty cold and an extremely runny nose

"Good — well, look, Neville, we've got to be somewhere, we'll see you later —"

"Don't leave me!" said Neville, scrambling to his feet, "I don't want to stay here alone, the Bloody Baron's been past twice already."

Ron looked at his watch and then glared furiously at Hermione and Neville.

"If either of you get us caught, I'll never rest until I've learned that Curse of the Bogies Quirrell told us about, and used it on you."—[HPatPS]

The Curse of the Bogies (Mucus ad Nauseam), is a curse that gives the recipient a nasty cold and an extremely runny nose that can cause the victim to collapse if it are not treated. The cold is accompanied with constant sneezing. No further casts of this curse has any additional effect on the target, unless the Duo or Tria modifiers are used.

There exists a counter-curse of unknown incantation covered in the Updated Counter-Curse Handbook, Second Revised Edition. Presumably the Pepper-up potion will cure the effects as well, though the Antidote to Common Poisons is notably reported to work.

Incantation: Muffliato (muff-LEE-ah-toe)

Type: Charm

Wand movement:

Light: None

Effect: Conceals sound

Creator: Severus Snape

"...perhaps most useful of all, Muffliato, a spell that filled the ears of anyone nearby with an unidentifiable buzzing, so that lengthy conversations could be held in class without being overheard."—[HPatHBP]

The Muffliato Charm (Muffliato) is a charm used to fill the ears of any person in the vicinity of the caster with an unidentifiable buzzing sound so as to allow for conversation without being overheard.

The charm was invented by Severus Snape and recorded during his time as a student at Hogwarts School of Witchcraft and Wizardry.

Multicorfors Spell

See also
Colour Change Charm
Crinus Muto

Incantation: Multicorfors
(MULL-tee-CORE-fors)
Type: Transfiguration
Light: Red
Effect: Changes clothes

The Multicorfors Spell (Multicorfors) is a transfiguration spell that can be used to change the colour and style of the target's outfit.

Multi-Shot Jinx

266

Type: Jinx

Light: Varies

Effect: Multiple offensive blasts

The Multi-Shot Jinx (incantation unknown) is a jinx used to create multiple semi-omnidirectional offensive blasts from the tip of one's wand.

Music Spell

Type: Charm

Effect: Makes a musical instrument play on its own

The Music Spell (incantation unknown) is a charm used on musical instruments to make them play music on their own accord.

Mutatio Skullus

268

Incantation: Mutatio Skullus

(myoo-TAY-toh SKUHL-us)

Type: Dark charm

Effect: Mutates the skull

Mutatio Skullus is the incantation to a dark charm which mutates the victim's head.

Necromancy

Type: Curse

Effect: Raise the dead

"The Inferius is a corpse that has been reanimated by a Dark wizard's spells. It is not alive, it is merely used like a puppet to do the wizard's bidding."—[HPatHBP]

Necromancy is the Dark Art of raising the dead. It is also the branch of magic used to create Inferi and Charmed skeletons.

Wand-Extinguishing Charm - Nox

270

Incantation: Nox (NOKSS)

Type: Charm

Wand movement:

Effect: Extinguishes wandlight

Creator: Levina Monkstanley (1772)

"He groped behind him and she forced the bundle of slippery cloth into his free hand. With difficulty he dragged it over himself, murmured, 'Nox,' extinguishing his wand light, and continued on his hands and knees, as silently as possible..."—[HPatHBP]

The Wand-Extinguishing Charm (Nox) is a charm that causes the light at the end of the caster's wand to be extinguished, thus acting as the counter-charm to the Wand-Lighting Charm (Lumos).

The Wand-Extinguishing Charm was invented by the same witch who invented the Wand-Lighting Charm, Levina Monkstanley. She invented the Wand-Lighting charm in the 18th century and invented the Wand-Extinguishing Charm around that time too, otherwise her wand would remain lighted indefinitely.

Fogging Spell - Nebulus

See also
Smokescreen Spell

Incantation: Nebulus (NEB-yoo-lus)
Type: Charm
Wand movement: Point wand over area
Light: Grey
Effect: Conjures fog

The Fogging Spell (Nebulus) is a charm that conjures fog from the tip of the wand.

Obliteration Charm

272

Type: Charm

Effect: Removes footprints

"...they walked back up to the castle through the thickening snow, leaving no trace behind them due to the Obliteration Charm Hermione was performing as they went."
—[HPatOotP]

The Obliteration Charm (incantation unknown) is a charm used to remove footprints, including imprints or stains.

Memory Charm - Obliviate

Incantation Obliviate (oh-BLI-vee-ate)

Type: Charm

Wand movement:

Light: Green

Effect: Erase memories

Creator: Mnemone Radford (1562-1649)

"If there's one thing I pride myself on, it's my Memory Charms."—[HPatCoS]

The Memory Charm (Obliviate), also known as the Forgetfulness Charm, is a charm that can be used to erase specific memories from an individual's mind. It is different from the spell that creates false memories.

Mnemone Radford was the witch who first developed Memory Modifying Charms. She became the first Ministry of Magic Obliviator, due to her skill with the charm.

Memory Charms are generally intended to erase a specific memory. They are regularly used when a Muggle witnesses something related to the wizarding world or magic in general; the British Ministry of Magic has Obliviators to remove their memories of the event, such as if a Muggle sees a dragon. Occasionally, the mass use of Memory Charms is necessary to cover up major incidents that violates the Statute of Secrecy, such as the Ilfracombe Incident.

The venom of the Swooping Evil has powerful memory erasing properties, being able to remove the memories of dangerous and tragic magical events from pretty much the entire No-Maj population of New York when carried into the atmosphere and released in the form of rain via a thunderbird, in 1927.

"His memory's gone. The Memory Charm backfired. Hit him instead of us. Hasn't got a clue who he is, or where he is, or who we are. I told him to come and wait here. He's a danger to himself."—[HPatCoS]

If performed improperly, a Memory Charm can erase significant portions of an individual's memory and cause brain damage, with severe difficulty in recovery.

Memory Charms can be broken through torture

Incantation: Obscuro (ob-SKOO-roh)

Type: Charm, Conjuraton

Wand movement:

Light: None

Effect: Blindfolds target

"'Obscuro!' A black blindfold appeared over Phineas Nigellus' clever, dark eyes, causing him to bump into the frame and shriek with pain."—[HPatDH]

Obscuro is the incantation of a charm used to conjure a blindfold over the eyes of the victim, therefore obstructing their view of their surroundings.

Offero

Incantation: Offero (oh-FARE-oh)

Type: Counter-spell

Effect: Returns an object's state

Offero is the incantation of a counter-spell that returns the target to its previous state.

Open Sesame

Incantation: Open Sesame (OH-pen SEH-sah-me)

Type: Charm

Effect: Rips doors into firewood

"Even this was a substantial improvement over 'Open Sesame!', the previous most-popular spell which saw doors torn from their hinges and torn into firewood."

—[Book of Spells]

Open Sesame is the incantation of a charm used to rip doors from their hinges and tear them into firewood. Before Portaberto and Alohomora, this was the most popular unlocking spell.

Oppugno Jinx

Incantation Oppugno (oh-PUG-noh)

Type: Jinx

Wand movement: Point wand at target

Light: None

Effect: Assaults target with directed object(s)

"Harry spun around to see Hermione pointing her wand at Ron, her expression wild: The little flock of birds was speeding like a hail of fat golden bullets toward Ron, who yelped and covered his face with his hands, but the birds attacked, pecking and clawing at every bit of flesh they could reach."—[HPathHBP]

The Oppugno Jinx (Oppugno) is a jinx that directs an object or individual to attack the victim. This spell will cause conjured creatures or other movable objects under the control of the caster to attack the target.

Incantation: Orbis (OR-biss)

Type: Jinx

Wand movement: Point wand at target

Light: Blue

Effect: Sucks the target into the ground

Orbis is the incantation of a jinx used to suck the target into the ground. It can only be used if an ally is levitating the target whilst the spell is being cast.

Orb of Water

Type: Charm

Light: Icy-blue

Effect: Traps opponent in a sphere of water

"The water in the pool rose up and covered Voldemort like a cocoon of molten glass — For a few seconds Voldemort was visible only as a dark, rippling, faceless figure, shimmering and indistinct upon the plinth, clearly struggling to throw off the suffocating mass — Then he was gone, and the water fell with a crash back into its pool, slopping wildly over the sides, drenching the polished floor."—[HPatOotP]

Orb of Water (incantation unknown) is a charm that can trap an opponent in a large sphere of water. The spell requires continuous sculpting and spinning to be maintained, and a lack of concentration will cause the sphere to collapse.

See also
Herbifors
Herbivicus Charm
Rose Growth

Incantation: Orchideous (or-KID-ee-us)
Type: Conjuraton
Wand movement:
Light: Pink
Effect: Conjure flowers

"Mr Ollivander ran his fingers, along the wand, apparently checking for scratches or bumps; then he muttered, 'Orchideous!' and a bunch of flowers burst from the wand tip."—[HPatGoF]

The Bouquet Spell (Orchideous) is a transfiguration spell that conjures a bouquet of flowers from the tip of the caster's wand.

The movement for this spell is to move one's wand in a circle in the air, with the spell producing a pink light upon casting. The flowers conjured by this spell are usually pink in colour as well.

Oscausi

See also
Langlock
Tongue-Tying Curse
Silencing Charm

Incantation: Oscausi (os-SCOW-zee)
Type: Dark charm
Wand movement: Point wand at target
Light: White
Effect: Seals mouth shut

Oscausi is the incantation of a dark charm that can be used to seal someone's mouth shut. The victim's mouth will appear as if it was never there, with skin covering the area. The victim will also be muted as a consequence.

Incantation: Pack

Type: Charm

Eand movement:

Light: None

Effect: Packs luggage into trunk

"...we've got to get going, Harry, we're supposed to be packing,' she added guiltily, looking around at all the mess on the floor. 'Oh — yeah,' said Harry, grabbing a few more books. 'Don't be stupid, it'll be much quicker if i — pack!' cried Tonks, waving her wand in a long, sweeping movement over the floor. Books, clothes, telescope and scales all soared into the air and flew pell-mell into the trunk."

'Its not very neat,' said Tonks... 'My mum's got this knack of getting stuff to fit itself in neatly... it's a kind of flick —' She flicked her wand hopefully."—[HPatOotP]

The Pack Charm (Pack) is a charm used to make items pack themselves into a trunk.

Partis Temporus

Incantation: Partis Temporus (PAR-tus tem-POR-us)

Type: Charm

Wand movement: Point wand at target

Light: None

Effect: Parts the target

Partis Temporus is the incantation of a charm that temporarily parts the target, creating a gap wherever the caster point their wand. This spell is effective in producing a magical partition in a Firestorm.

Pepper Breath

284

See also
Pepper Imps
Fire-Breathing Potion
Dogbreath Potion

Type: Hex
Wand movement:
Light: Orange
Effect: Inflicts fiery hot breath

"... pepper breath... that would probably increase a dragon's firepower..."—[HPatGoF]

Pepper Breath (incantation unknown) is a hex that gives the target fiery hot breath.

Periculum

See also
Red Sparks
Purple Firecrackers

Incantation: Periculum (puh-RIK-yoo-lum)
Type: Charm
Wand movement: Point wand at sky
Light: Red
Effect: Burst of red sparks

Periculum is the incantation of a charm that allows the caster to send out bursting red sparks from their wand.

The sparks are firework-like in appearance, and has a vast range, shooting up to a great height, then hovering in the spot where the caster aimed. Much like a Muggle flare gun, the spell is used to signal that one is in danger, and thus in need of help.

Permanent Sticking Charm

286

See also
Epoximise
Fixing Charm
Sticking Charm

Type: Charm
Effect: Sticks object permanently in place

"We've been trying to get her down for a month but we think she put a Permanent Sticking Charm on the back of the canvas. Let's get downstairs, quick, before they all wake up again."—[HPatOotP]

The Permanent Sticking Charm (incantation unknown) is a charm that magically sticks one object to another indefinitely. It is unknown how, if at all, this charm can be lifted, leaving an object to stick indefinitely.

Peskipiksi Pesternomi

Incantation: Peskipiksi Pesternomi
(PES-kee PIK-see pes-ter-NO-mee)

Type: Charm

Wand movement: Wave wand four times

Light: None

Effect: Nothing (supposedly captures pixies)

Creator: Gilderoy Lockhart (1992)

"He rolled up his sleeves, brandished his wand, and bellowed, 'Peskipiksi Pesternomi!' It had absolutely no effect; one of the pixies seized his wand and threw it out of the window, too."—[HPatCoS]

Peskipiksi Pesternomi is supposedly the incantation of a charm meant to capture (or possibly repel) pixies.

Lockhart's version of a Freezing Charm.

Lockhart tried this spell on the escaped Cornish Pixies. It had no effect. The spell words certainly don't fit the usual format, so it seems likely that Lockhart was making the whole thing up on the spot (CS6).

See also
Freezing Charm
Petrification
Statue curse
Petrificus Totalus Duo
Petrificus Totalus Tria

Incantation: Petrificus Totalus
(pe-TRI-fi-cus to-TAH-lus)
Type: Curse
Wand movement:
Light: White or purple
Effect: Temporary paralysis

"Neville," she said, "I'm really, really sorry about this." She raised her wand.

"Petrificus Totalus!" she cried, pointing it at Neville.

Neville's arms snapped to his sides. His legs sprang together. His whole body rigid, he swayed where he stood and then fell flat on his face, stiff as a board. Hermione ran to turn him over. Neville's jaws were jammed together so he couldn't speak. Only his eyes were moving, looking at them in horror. "What've you done to him?" Harry whispered. "It's the full Body-Bind," said Hermione miserably."—[HPatPS]

The Full Body-Bind Curse (Petrificus Totalus), also known as the Body Freezing Spell, is a curse that temporarily paralyses the opponent. It is often used by inexperienced or young wizards and witches in duelling. This curse can be found in *Curses and Counter-Curses* by Vindictus Viridian.

When used on a living subject, the victim's arms and legs fasten together, and they will fall down, stiff as a board. However, the person's abilities to hear, see (albeit just straight forward), feel, and think still work properly.

Technically, the spell also works on inanimate objects, but its effects are usually imperceptible, because the object was not moving in the first place.

The effects of the Full-Body Bind Curse can be undone by use of the General Counter-Spell, the healing spell Episkey, an Anti-Paralysis Potion or the Reparifors spell.

Despite the incantation, the Full Body-Bind Curse is fundamentally different from petrification, which is highly advanced Dark Magic and which cannot be reversed by a simple counter-curse.

Piertotum Locomotor

Incantation: Piertotum Locomotor
(peer-TOH-tuhm loh-kuh-MOH-tor)

Type: Charm

Wand movement: Point wand at target (when animating individual target)

Hold wand aloft or wave (when animating multiple things)

Light: None, or green

Effect: Animates target

"'Piertotum Locomotor!' cried Professor McGonagall. And all along the corridor the statues and suits of armour jumped down from their plinths, and from the echoing crashes from the floors above and below, Harry knew that their fellows throughout the castle had done the same... Cheering and yelling, the horde of moving statues stampeded past Harry; some of them smaller, others larger than life. There were animals too, and the clanking suits of armour brandished swords and spiked balls on chains."—[HPatDH]

Piertotum Locomotor is the incantation for a charm used to bring life to those artefacts that has, previously, been inanimate and unmoving. The target's movements can be controlled by the caster of the charm.

Placement Charm

290

Type: Charm

Effect: Places object on target

The Placement Charm (incantation unknown) is a charm that magically places an object somewhere without the wizard or witch having to do it physically. Placement Charms can be used to place a bridle on a Kelpie to render it harmless and docile.

Four-Point Spell - Point Me

Incantation: Point Me

Type: Charm

Wand movement: Hold wand flat in hand

Light: None

Effect: Wand points due north

"He had a choice of paths up ahead. 'Point me!' he whispered again to his wand, and it spun around and pointed him to the right-hand one. He dashed up this one, and saw light ahead."—[HPatGoF]

The Four-Point Spell (Point Me) is a charm that causes the caster's wand to behave as if it are a compass and point north.

See also
 Aberto
 Alohomora
 Cistem Aperio
 Open Sesame

Incantation: Portaberto
 (por-tah-BARE-toh)
 Type: Charm
 Effect: Splinters locks from doors

"Prior to the discovery of the Unlocking Charm, the most popular charm for the purpose was 'Portaberto!' which usually splintered the lock from the door, and occasionally left a smoking hole where the key should have been."

—[Book of Spells]

Portaberto is the incantation of a charm used to splinter a lock from a door, allowing the caster to bypass a locked door. It was the most popular unlocking spell prior to the discovery of the Unlocking Charm. It has a side effect of occasionally leaving a smoking hole where the key should have gone in the door.

Portkey Spell - Portus

Incantation: Portus (POR-tus)

Type: Charm

Light: Blue

Effect: Turns object into Portkey

"He emerged from it carrying a blackened old kettle, which he placed carefully on his desk. He raised his wand and murmured, 'Portus!' For a moment the kettle trembled, glowing with an odd blue light; then it quivered to rest, as solidly black as ever."

—[HPatOotP]

The Portkey Spell (Portus) is a charm used to turn an ordinary object into a Portkey. Since creating Portkeys are restricted by the Ministry of Magic, the usage of this spell is, by extension, restricted as well.

See also
Wall Trapping Spell

Type: Curse
Effect: Imprison individuals in portraits

The portrait curse (incantation unknown) is a curse that will, once unleashed, trap individuals in magical portraits. The longer the individual stay inside the portrait, the more the person will continue to gradually lose touch with reality outside the frame, slowly driving the victim to insanity.

Potion-Making Spell

Type: Spell

Wand movement: Point wand at cauldron

Light: White

Effect: Completes a potion

This spell (incantation unknown) is used throughout the process of brewing a potion, usually to complete it. Without this spell, no potion can be properly made, which is why Muggles can not brew them.

Sometimes, an already existing spell can be used to finish off a potion. An example would be the Shrinking Solution, which uses the application of a Shrinking Charm as its final step.

Proficiency Charm

296

Type: Charm

Effect: Boosts an individual's performance with certain talents

The Proficiency Charm (incantation unknown), is a charm which can be used on an individual to boost their performance with certain individual talents.

Protection Charm

See also

Protective enchantment

Shield Charm

Type: Charm

Effect: Enhances an individual's defence

The Protection Charm (incantation unknown) is a charm which provides enhanced individual's defence, making them more protected from harm.

Type: Charm

Effect: Creates a protective shield around a target

"'It is the only way, Nagini,' he whispered, and he looked round, and there was the great, thick snake, now suspended in mid-air, twisting gracefully within the enchanted, protected space he had made for her, a starry, transparent sphere somewhere between glittering cage and tank."—[HPatDH]

This protection orb (incantation unknown), is a protective enchantment that a wizard or witch cast around a certain target to protect them from exterior attacks. It conjures a sphere around the target in question, which can levitate in the air, and is starry, transparent, making it look somewhat between a glittering cage and tank. However, at the user's will, it is allowed to be phased through by certain objects.

Reverse Spell - Prior Incantato

Incantation: Prior Incantato (PRI-or in-can-TAH-toh)

Type: Charm

Wand movement: Hold tip of wand to targeted wand

Light: Gold

Effect: Shows the previous spells cast by a wand

"A jet of green light issued from Voldemort's wand just as a jet of red light blasted from Harry's — they met in midair — and suddenly Harry's wand was vibrating as though an electric charge were surging through it; his hand seized up around it; he couldn't have released it if he'd wanted to — and a narrow beam of light connected the two wands, neither red nor green, but bright, deep gold... he felt his feet lift from the ground. He and Voldemort were both being raised into the air, their wands still connected by that thread of shimmering golden light. [...] "The golden thread connecting Harry and Voldemort splintered; though the wands remained connected, a thousand more beams arced high over Harry and Voldemort, crisscrossing all around them, until they were enclosed in a golden, dome-shaped web, a cage of light..."

—[HPatDH]

The Reverse Spell (Prior Incantato) is a charm that forces a wand to show an "echo" of the last spell it has performed. Its counter-charm is the Eradication Spell, which removes these images.

The Reverse Spell effect, otherwise known as Priori Incantatem, is an especially rare manifestation of this spell that occurs when two wands with the same core (that is, taken from the same animal) attempt to duel each other. The winner's wand forces the loser's wand to produce "echoes" of the most recent spells performed in reverse order.

Type: Charm

Effect: Synchronises changes through objects

"You see the numerals around the edge of the coins? On real Galleons that's just a serial number referring to the goblin who cast the coin. On these fake coins, though, the numbers will change to reflect the time and date of the next meeting. The coins will grow hot when the date changes, so if you're carrying them in a pocket you'll be able to feel them. We take one each, and when Harry sets the date of the next meeting he'll change the numbers on his coin, and because I've put a Protean Charm on them, they'll all change to mimic his."—[HPatOotP]

The Protean Charm (incantation unknown) is a charm that allows several objects to change simultaneously through a common purpose.

Shield Charm - Protego

Known variations	Incantation: Protego (pro-TAY-goh)
Protego Duo	Type: Charm
Protego horribilis	Wand movement:
Protego Maxima	Light: Invisible on its own, reflected light of spell
Protego totalum	Effect: Reflects spells and block physical forces
Protego Diabolica	

"Harry cast more Shield Charms, and Voldemort's would-be victims, Seamus Finnigan and Hannah Abbott, darted past him into the Great Hall where they joined the fight already flourishing inside it."—[HPatDH]

The Shield Charm (Protego) is a charm that protects the caster with an invisible shield that reflects spells and blocks physical entities.

When cast, a (usually) invisible shield is conjured in front of the caster's wand, creating a protective barrier between themselves and their attacker. This shield can block and reflect a multitude of spells, such as most jinxes, hexes, and minor curses, as well as block physical forces. Exceptionally powerful Shield Charms are even able to knock people off their feet. However, this shield isn't completely impenetrable, as it can not block Unforgivable Curses.

Incantation: Protego Maxima
(pro-TAY-goh MAKs-ee-ma)

Type: Charm

Wand movement: Point wand skyward

Light: White

Effect: Summons a large protective barrier

Incantation: Protego totalum
(proh-TAY-goh TOH-tuh-luhm)

Type: Charm

Wand movement: Raise wand

Light: None (haze)

Effect: Shields an area

Protego Maxima is a stronger version of the Shield Charm that, when cast in combination with Fianto Duri and Repello Inimicum, conjures up an almost impregnable magical protection barrier.

People who are out of the shield can not see or hear the wizards or witches that are protected. Spells cast at it (if not of enough power to break it) creates large, resonating explosions.

"...Protego Totalum..."—[HPatDH]

Protego totalum is the incantation of a protective enchantment used to shield a certain area or dwelling for an extended period of time. It is a variation of the Shield Charm, and is used to stop and repel any intruder and/or spell from the protected area, except the most powerful curses, including the Unforgivable Curses.

Protego Diabolica

Incantation: Protego Diabolica (proh-TAY-goh dia-BOHL-i-cuh)

Type: Dark charm

Effect: Creates protective black fire that only burns the caster's enemies whilst leaving their allies unharmed

Protego Diabolica is the incantation of a powerful dark charm that allows the user to create a protective ring of black fire around them that completely incinerates enemies of the caster who comes into contact with it while leaving their allies unharmed. It is similar to Fiendfyre, but is a different spell.

Caster can also controll the spell as an offensive weapon by causing tendrils of black fire to extend from the ring and burn enemies. The tendrils can be deflected or blocked, temporarily, with the Shield Charm.

Incantation: Protego horribilis (proh-TAY-goh hor-i-BIL-luhs)

Type: Charm

Wand movement: Point wand at sky

Effect: Summons a powerful protective barrier

"...although he could barely see out of it, he pointed his wand through the smashed window and started muttering incantations of great complexity. Harry heard a weird rushing noise, as though Flitwick had unleashed the power of the wind into the grounds. [...] "— Protego Horribilis — ..." squeaked Flitwick."—[HPatDH]

Protego horribilis is the incantation of a powerful protective charm.

It is probably the most powerful version of the Shield Charm, which is used as a protective enchantment against anything approaching the protected area, and against any dark magic, except the Killing Curse, which is unblockable with any Shield Charm and passes through it, presumably leaving holes into the magical shield. By extended use of the shield penetration spell, the magical shield can eventually be broken down.

Purple Firecrackers

See also
Periculum

Type: Charm
Light: Purple
Effect: Exploding firecrackers

"It took several purple firecrackers exploding from the end of Professor Dumbledore's wand to bring silence."—[HPatPS]

Purple Firecrackers (incantation unknown) is a charm used to emit purple firecrackers from the tip of one's wand.

See also
Bluebell Flames
Fire-Making Spell
Gubraithian Fire

Type: Spell
Light: Purple
Effect: Purple fire

"Three African wizards sat in serious conversation, all of them wearing long white robes and roasting what looked like a rabbit on a bright purple fire"—[HPatGoF]

"Of course not," said Hermione. "Everything we need is here on this paper. Seven bottles: three are poison; two are wine; one will get us safely through the black fire, and one will get us back through the purple."—[HPatPS]

In the wizarding world, purple stands for nobility, having a link to both royalty and religion (Pm).

Pus Squirting Hex

Type: Hex

Wand movement:

Light: Yellow

Effect: Causes yellowish pus to squirt from one's nose

"There was a bang and Ogden was on the ground, clutching his nose, while a nasty yellowish goo squirted from between his fingers"—[HPatHBP]

The Pus Squirting Hex (incantation unknown) is a hex that causes pus to squirt from the victim's nose.

Quietening Charm - Quietus

308

Incantation: Quietus (KWIY-uh-tus)

Type: Charm

Wand movement: Direct at target

Light: None

Effect: Quietens target

"Bagman pointed his wand at his throat and muttered 'Quietus'."—[HPatGoF]

The Quietening Charm (Quietus) is a charm used to quieten sounds. It is the counter-charm to the Amplifying Charm.

Ragnuk's Curse

See also
Conjunctivitis Curse
Goblin magic
Obscuro

Type: Curse
Wand movement: Performed without a wand
Light: White
Effect: Deprives the victim of their sight,
blinding them
Creator: Ragnuk (possibly)

This curse (incantation unknown) was used by the Goblin King Ragnuk to deprive victims of their sight, rendering them completely blind.
Ragnuk is capable of lifting it.

Red Special Jinx

310

Type: Special Jinx

Wand movement:

Light: Red

Effect: Provokes damage on the opponent.

The red Special Jinx (incantation unknown) is one of the four Special Jinxes, alongside the yellow, the blue and the green Special Jinxes.

This jinx emits three separate blasts of red light from the tip of the caster's wand. While this might not be the most powerful of the Special Jinxes, it seems to be one of the hardest to dodge. It is, for this reason, used in duelling.

Head Shrink Spell - Redactum Skullus

See also
Diminuendo
Engorgio Skullus
Shrinking Charm

Incantation: Redactum Skullus
(reh-DAK-tum SKULL-us)
Type: Dark charm, Counter-curse
Light: Red or Purple
Effect: Shrinks head

The Head Shrink Spell (Redactum Skullus) is a dark charm that can be used to shrink the skull and surrounding tissue of the head of the victim. It is the counter-curse to Engorgio Skullus.

Shrinking Charm - Reducio

312

See also
Diminuendo
Head Shrink Spell

Incantation: Reducio (ruh-DOO-see-oh)
Type: Charm
Wand movement:
Light: Purple
Effect: Shrinks target

"These straightforward but surprisingly dangerous charms cause certain things to swell or shrink. You will be learning both charms together, so that you can always undo an over-enthusiastic cast. There is thus no excuse for having accidentally shrunk your homework down to microscopic size or for allowing a giant toad to rampage through your school's flower gardens." —[Book of Spells]

"'Reducio,' Moody muttered, and the spider shrank back to its proper size."—[HPatGoF]

The Shrinking Charm (Reducio) is a charm that causes an object to shrink. It is the counter-charm to the Engorgement Charm, causing enlarged objects to return to their original size. The Shrinking Charm is also used as the potion-making spell for the Shrinking Solution.

The use of a Shrinking Charm on a human is considered both complicated and dangerous.

Reductor Curse - Reducto

Incantation: Reducto (re-DUCK-toh)

Type: Curse

Wand movement:

Light: Blue

Effect: Destroys solid objects

"With this powerful curse, skilled wizards can easily reduce obstacles to pieces. For obvious reasons great care must be exercised when learning and practising this spell, lest you find yourself sweeping up in detention for it is all too easy to bring your classroom ceiling crashing down, or to reduce your teacher's desk to a fine mist."
—[Book of Spells]

"Five different voices behind him bellowed, "REDUCTO!" Five curses flew in five different directions and the shelves opposite them exploded as they hit; the towering structure swayed as a hundred glass spheres burst apart, pearly-white figures unfurled into the air and floated there, their voices echoing from who knew what long-dead past amid the torrent of crashing glass and splintered wood now raining down upon the floor"—[HPatOotP]

The Reductor Curse (Reducto) is a curse that blasts solid objects to pieces. It is rather easy to reduce a target to a fine mist or a pile of ashes.

Refilling Charm

314

Type: Charm

Wand movement: Point wand at target

Light: None

Effect: Refills beverage containers

"...he pointed his wand under the table at the emptying bottles and they immediately began to refill."—[HPatHBP]

The Refilling Charm (incantation unknown) is a charm that is used to refill whatever the caster points at with the drink originally in the container. This charm can be used verbally or non-verbally.

Reparifors

Incantation: Reparifors (re-PAR-i-fors)

Type: Healing spell, Charm

Light: Purple

Effect: Heal minor magically induced ailments

Reparifors is the incantation of a healing charm that reverts minor magically-induced ailments, such as paralysis and poisoning.

Incantation: Repello > latinate word for target

Type: Charm

Effect: keep something away from target

"...Should a witch or wizard not wish to be sent letters (or tracked in any other way), he or she will have to resort to Repelling, Disguising or Masking Spells, of which there are a great range."—[WW]

The Repelling Spell (incantation unknown) is a spell that keeps something away from the caster or from a target object that the spell is cast upon.

Muggletum - Repello - Inimicum

Incantation: Repello Muggletum
(ruh-PEL-oh MUH-guhl-tuhm)

Type: Charm

Wand movement: Raise wand

Light: None (haze)

Effect: Repels Muggles

Incantation: Repello Inimicum
(re-PEH-lloh ee-nee-MEE-cum)

Type: Charm

Wand movement: Point wand skyward

Light: Blueish white

Effect: Repels enemies

"Muggle-Repelling Charms on every inch of it. Every time Muggles have got anywhere near here all year, they've suddenly remembered urgent appointments and had to dash away again."—[HPatGoF]

Repello Inimicum is the incantation of a charm that, when cast in combination with Protego Maxima and Fianto Duri, conjures up a barrier of magical protection around the place the caster is trying to protect.

The Muggle-Repelling Charm (Repello Muggletum) is a charm that prevents Muggles from seeing or entering an area. Any non-magic person that gets close to the vicinity of the enchantment will remember something urgent to do and leave.

Reverte

See also
Offero

Incantation: Reverte (ree-VUHR-tay)

Type: Charm

Effect: Returns objects to their original
positions or states

Reverte is the incantation of a charm that can return or revert objects to their original positions or states, which might cause the targeted objects to move in reverse.

See also
Emancipare

Incantation: Relashio (ruh-LASH-ee-oh)

Type: Jinx

Wand movement:

Light: Purple or gold

Effect: Forces target to let go

"Pointing his wand at the thick cuffs chaining the beast to the floor, he yelled, "Relashio!" The cuffs broke open with loud bangs."—[HPatDH]

The Revulsion Jinx (Relashio) is a jinx that forces the target to release its grip on whatever it is holding. It works on both living and inanimate targets, so long as it is holding something.

Reviving Spell - Rennervate

See also
Revive Potion

Incantation: Rennervate (RENN-a-vate)

Type: Charm

Wand movement: Point wand at chest

Light: Red

Effect: Awake target from unconsciousness

"He raised his own wand, pointed it at Winky, and said, "Rennervate!" Winky stirred feebly. Her great brown eyes opened and she blinked several times in a bemused sort of way."—[HPatGoF]

The Reviving Spell (Rennervate) is a charm that awakens an unconscious target. Consequently, it serves as the counter-charm to the Stunning Spell.

This can be used to counteract a single Stunning Spell, although it is ineffective against multiple Stunners hitting an individual. It is also ineffective against Dark Magic such as the Drink of Despair.

Reparifarge

320

Incantation: Reparifarge (reh-PAR-i-farj)

Type: Untransfiguration

Wand movement:

Light: White

Effect: Reverses the effects of an incomplete Transformation spell

Reparifarge is the incantation of an untransfiguration spell. It appears to be a general spell used to counter the effects of a Transformation spell that was poorly performed and only partially Transfigured the object in question.

This spell is covered in *A Beginner's Guide to Transfiguration*, which stresses the importance of at least attempting this spell when necessary, as the products of incomplete Transfigurations can be dangerous.

Mending Charm - Reparo

Oculus Reparo
Papyrus Reparo

Incantation: Reparo (reh-PAH-roh)
Type: Charm
Wand movement:
Light: None
Effect: Fixes broken objects
Creator: Orabella Nuttley (1754)

"The Mending Charm will repair broken objects with a flick of the wand. Accidents do happen, so it is essential to know how to mend our errors."
—[Book of Spells]

"They stood back to back, the tall thin wizard and the short round one, and waved their wands in one identical sweeping motion. The furniture flew back to its original places; ornaments re-formed in midair, feathers zoomed into their cushions; torn books repaired themselves as they landed upon their shelves; oil lanterns soared onto side tables and reignited; a vast collection of splintered silver picture frames flew glittering across the room and alighted, whole and untarnished, upon a desk; rips, cracks, and holes healed everywhere, and the walls wiped themselves clean."
—[HPatHBP]

The Mending Charm, also known as the Repairing Charm (Reparo), is a charm that csm be used to seamlessly repair a broken object and works on most materials.

The charm was invented by Orabella Nuttley, an employee of the Improper Use of Magic Office in the British Ministry of Magic, in or before 1754. She used her charm to repair the Colosseum after it had been accidentally destroyed. Thereafter, it became famous; this instance was recorded in Book of Spells, by Miranda Goshawk.

The Mending Charm is effective at repairing most materials. However, damage caused by certain rare, powerful curses such as Fiendfyre are impossible to undo.

The charm is suitable for use only on inanimate objects. Use on living beings is entirely proscribed. Serious scarring can result if it is cast on a person or animal in an attempt to heal wounds.

While a properly cast Mending Charm is generally enough to fix an object, it seems less experienced casters might not succeed in returning liquids to broken containers.

Incantation: Oculus Reparo
(OCK-you-liss reh-PAH-roh)

Type: Charm

Wand movement: Tap glasses

Light: None

Effect: Repairs glasses

"Mr Weasley took Harry's glasses, gave them a tap of his wand and returned them, good as new."—[HPatCoS]

Incantation: Papyrus Reparo
(puh-PIE-rus reh-PAH-roh)

Type: Charm

Light: None

Effect: Mends torn paper

Papyrus Reparo is the incantation of a charm that can be used to mend torn pieces of paper. It is a variant of the Mending Charm.

Revelio Charm

See also
Revealing Charm
Specialis Revelio
Human-presence-revealing Spell
Scarpin's Revelaspell
Thief's Downfall

Incantation: Revelio (reh-VEL-ee-oh)
Type: Charm
Wand movement:
Light: Blue
Effect: Reveals secrets about a person or
object

"Newt: 'Revelio.' Graves transforms. He is no longer dark, but blond and blue-eyed. He is the man on the posters. A murmur spreads through the crowd: GRINDELWALD."—[FBaWtFT]

The Revelio Charm (Revelio) is a charm used to reveal concealed objects, messages, invisible things, and passages.

It may also be used to reveal the true appearance of someone who changed their appearance with a spell.

It has no effect on a transformed Animagus; a different spell has to be used to force them back into human form. It is also useful for revealing disguised Chameleon Ghouls.

Tickling Charm - Rictusempra

324

See also
Tickling Hex

Incantation: Rictusempra
(ric-tuh-SEM-pra)
Type: Charm
Wand movement:
Light: Silver
Effect: Tickles and weakens

"Harry pointed his wand straight at Malfoy and shouted, 'Rictusempra!' A jet of silver light hit Malfoy in the stomach and he doubled up, wheezing...as Malfoy sank to his knees; Harry had hit him with a Tickling Charm, and he could barely move for laughing."—[HPatCoS]

The Tickling Charm (Rictusempra) is a charm that causes the target to buckle with laughter, weakening them. It also has at least one other side effect.

This charm is listed in the The Standard Book of Spells, Grade 2 spell-book by Miranda Goshawk.

Boggart-Banishing Spell - Riddikulus

Incantation: Riddikulus (ri-di-KULL-lis)

Type: Charm

Wand movement:

Light: None

Effect: Turn a Boggart into something amusing

"The charm that repels a boggart is simple, yet it requires force of mind. You see, the thing that really finishes a boggart is laughter. What you need to do is force it to assume a shape that you find amusing. We will practice the charm without wands first. After me, please ... 'riddikulus!'—[HPatPoA]

The Boggart-Banishing Spell (Riddikulus) is a charm that is used to defeat a Boggart. It causes the creature to assume a form that is humorous to the caster, along with a whip-crack noise, thereby taking away the Boggart's ability to terrorise.

Boggarts are defeated by laughter, so forcing them to assume an amusing form is the first step to defeating them. However, because Boggarts are amortal, this spell does not truly destroy them, similar to the Patronus Charm, but merely "banish" them — meaning the defeated Boggart will vanish, and presumably re-materialise elsewhere.

See also
Alarte Ascendare

Type: Charm
Effect: Rockets object upward

"There are many variations of the Levitation Charm — ... the Rocket Charm ... to name but a few —." [*Book of Spells*]

The Rocket Charm (incantation unknown) is a charm that rockets an object high into the air. It is one of the many lesser variations of the Levitation Charm, like the Hover Charm or the Floating Charm.

Room-Sealing Spell

Type: Charm

Light: White, blue and yellow

Effect: Seals doors

"I seal my office with a spell none but a wizard could break!"—[HPatGoF]

This spell (incantation unknown) enables a witch or wizard to seal a room in such a way that only witches or wizards can break it.

Rose Growth

328

Type: Charm

Effect: Accelerates the growth of a rosebush

Rose Growth (incantation unknown) is a charm that makes rosebushes grow at an unusually fast pace.

Rowboat Spell

Type: Charm

Wand movement: Tap twice on boat with wand

Light: None

Effect: Causes a rowboat to propel itself

"Seems a shame ter row, though," said Hagrid, giving Harry another of his sideways looks. "If I was ter — er — speed things up a bit, would yeh mind not mentionin' it at Hogwarts?" "Of course not," said Harry, eager to see more magic. Hagrid pulled out the pink umbrella again, tapped it twice on the side of the boat, and they sped off toward land.—[HPatPS]

This spell is a charm (incantation unknown), that is used to propel boats on bodies of water, making them row faster.

Incantation: Salvio hexia (SAL-vee-oh HEK-see-uh)

Type: Charm

Wand movement: Downwards, palm of opposite hand held outward

Light: None (haze)

Effect: Hex deflection

"Harry saw little disturbances in the surrounding air: It was as if Hermione had cast a heat haze upon their clearing. "Salvio Hexia..."—[HPatDH]

Salvio hexia is the incantation of a protective enchantment which deflects hexes from the area.

Latin derivation seems to suggest that this affects and possibly augments the other spells being cast.

Sauce-Making Spell

Type: Conjunction

Wand movement: Wave wand around

Light: None

Effect: Conjures sauce

"She slammed a large copper saucepan down on the kitchen table and began to wave her wand around inside it. A creamy sauce poured from the wand tip as she stirred."
—[HPatGoF]

This unidentified spell (incantation unknown) conjures a creamy sauce from the tip of the wand. Molly Weasley used this spell in August of 1994 to pour some sauce in a pot to make dinner for her family, Harry Potter and Hermione Granger.

According to Gamp's Law of elemental transfiguration, food cannot be conjured from thin air, although water can be conjured and a fountain of wine can be magically created, suggesting that either liquids including sauces do not qualify as food and are exempt from Gamp's Law, or Molly summoned the sauce from another place or used already existing ingredients to magically create the sauce.

See also
Revealing Charm
Revelio Charm
Human-presence-revealing Spell
Specialis Revelio

Type: Spell
Effect: Identify the ingredients of a given
potion
Creator: Scarpin (most likely)

"...which means, of course, that assuming we have achieved correct identification of the potion's ingredients by Scarpin's Revelaspell, our primary aim is not the relatively simple one of selecting antidotes to those ingredients in and of themselves, but to find that added component which will, by an almost alchemical process, transform these disparate elements"—[HPathHBP]

Scarpin's Revelaspell (incantation unknown) is a spell that is used to correctly identify the ingredients of a given potion.

Scouring Charm - Scourgify

Incantation: Scourgify (SKUR-ji-fy)

Type: Charm

Wand movement:

Light: None

Effect: Cleans objects

"That could do with a bit of cleaning, too." She pointed her wand at Hedwig' cage. 'Scourgify.' A few feathers and droppings vanished. "Well, that's a bit better..."
—[HPatOotP]

The Scouring Charm (Scourgify) is a cleaning charm used to make an object clean. It can also be used to clean out smaller infestations of bundimun. This spell is listed in the third chapter of Book of Spells by Miranda Goshawk.

Sealant Charm

334

Type: Charm

Effect: Seals envelopes

The Sealant Charm (incantation unknown) is a charm that magically seals envelopes. All applicants for wand permits in the United States are required by the Magical Congress of the United States of America to close the envelope in which they sent their applications back to the Wand Permit Office with this spell.

Sea Urching Jinx

Type: Transfiguration, Jinx

Wand movement:

Light: None

Effect: Makes tiny spikes erupt all over the victim

"Thicknesse had fallen to the ground with tiny spikes erupting all over him; he seemed to be turning into some form of sea urchin."—[HPatDH]

The Sea Urchin Jinx (incantation unknown) is a jinx that transfigures the target victim into something similar to a sea urchin, with tiny spikes erupting all over the victim's body. It apparently creates awful discomfort in the target.

Incantation: Sectumsempra (sec-TUM-semp-ra)

Type: Curse

Wand movement: Slash wand

Light: White

Effect: Lacerates target

Creator: Severus Snape

"'SECTUMSEMPRA!' bellowed Harry from the floor, waving his wand wildly. Blood spurted from Malfoy's face and chest as though he had been slashed with an invisible sword. He staggered backward and collapsed onto the waterlogged floor with a great splash, his wand falling from his limp right hand. Slipping and staggering, Harry got to his feet and plunged toward Malfoy, whose face was now shining scarlet, his white hands scrabbling at his blood-soaked chest."—[HPathBP]

Sectumsempra is a curse invented by Professor Severus Snape that lacerates the target and causes severe haemorrhaging.

A rather dangerous curse, when the incantation is uttered its effect is the equivalent of an invisible sword; it is used to slash the victim from a distance, and results in deep wounds. The slash follows the user's wand movements. Due to the depths of the cut, victims of this curse ran the risk of dying from blood loss if treatment is not applied in time, and if the wounds are not instantly fatal.

Minor wounds inflicted by this curse can be cured by the song-like incantation *Vulnera Sanentur*; the first usage eases the blood flow, the second causes the wounds to knit and the third removes the worst effects of the curse.[The victim will still require medical treatment, and if dittany is applied immediately, scarring can still be avoided.

Though the aforementioned healing spell may heal the wounds and essence of dittany may prevent scars, any body parts that has been severed by this curse can not be grown back (a trait of dark magic's permanent effects)

Shield Penetration Spell

Type: Spell

Wand movement: Point wand at target

Light: Bluish-white

Effect: Used to break down magical shields

This spell (incantation unknown), which produces a powerful bluish-white bolt, can be used to break large magical protections such as *Protego horribilis*.

Shock Spell

338

Type: Healing spell

Effect: Presumably shocks target to treat mental illness

"This woman recommends you try a good course of Shock Spells at St Mungo's," said Hermione, looking disappointed..."—[HPatOotP]

The Shock Spell (incantation unknown) is a healing spell used at St Mungo's, that is presumably used to treat mental illness by shocking the patient.

Smashing Spell

Type: Dark charm

Wand movement: Point wand

Light: Blue

Effect: Explosive, destroy everything in its range

This spell (incantation unknown) releases a burst of blue light, which causes a huge explosion that ravages and devastates everything in its range. Additionally, it can be used to smash windows.

Smoke-Ring Charm

340

See also
Fogging Spell
Fumos Duo
Smokescreen Spell

Type: Spell
Light:
Effect: Produces coloured rings of smoke
from the wand

"Mr Ollivander sent a stream of silver smoke rings across the room from the tip of Cedric's wand, pronounced himself satisfied..."—[HPatGoF]

"....he saw them quite clearly in their little sitting room, the tall, black-haired man in his glasses, making puffs of coloured smoke erupt from his wand for the amusement of the small black-haired boy in his blue pyjamas."—(HPatDH)

This spell (incantation unknown) can be used to produce coloured smoke rings emerge from the tip of one's wand.

Snake Summons Spell - Serpensortia

Incantation: Serpensortia (ser-pen-SOR-she-uh)

Type: Conjuraton

Wand movement:

Light: White

Effect: Conjures a live snake

"Malfoy raised his wand quickly and bellowed, "Serpensortia!" The end of his wand exploded. Harry watched, aghast, as a long black snake shot out of it, fell heavily onto the floor between them, and raised itself, ready to strike."—[HPatCoS]

The Snake Summons Spell (Serpensortia) is a transfiguration spell that conjures a live snake from the end of the wand. Out of all of the spells used to conjure living things, The Snake Summons Spell is amongst the easiest, alongside the Bird-Conjuring Charm. The counter-spell to this conjuration is the Snake-Vanishing Spell.

See also
Langlock
Tongue-Tying Curse
Babbling Curse
Oscausi

Incantation: Silencio (si-LEN-see-oh)
Type: Charm
Wand movement:
Light: None
Effect: Silences target

"Silencio. SILENCIO!" The raven cawed more loudly.

'It's the way you're moving your wand,' said Hermione, watching Ron critically, 'you don't want to wave it, it's more a sharp jab.'

'Ravens are harder than frogs,' said Ron through clenched teeth.

'Fine, let's swap,' said Hermione, seizing Ron's raven and replacing it with her own fat bullfrog. 'Silencio!' The raven continued to open and close its sharp beak, but no sound came out."—[HPatOotP]

The Silencing Charm (Silencio) is a charm that renders the victim temporarily mute. Working on both beasts and beings, it is immensely difficult to perform, more so on ravens than frogs. If performed incorrectly, the target will swell up to an immense size and begin making deafening sounds.

Skurge Charm

Incantation: Skurge

Type: Charm

Wand movement:

Light: Green or blue

Effect: Cleans ectoplasm Frightens ghosts and other spirits

"There is a way of cleaning away ectoplasm without resorting to a can of Mrs Skower's Magical Mess Remover, and this is with an effective scouring charm such as Skurge."

— Miranda Goshawk, *The Standard Book of Spells, Grade 2*

The Skurge Charm (Skurge) is a charm that can be used to clean up the sticky green ectoplasm created by passing ghosts. It can also be used to frighten spirits, such as the aforementioned ghosts, as well as poltergeists. It is not be confused with the more versatile Scouring Charm.

Type: Charm

Wand movement:

Light: White

Effect: Induces temporary slumber

The Sleeping Charm (incantation unknown) is a charm which places those subjected to it into a magically induced slumber that will eventually wear off.

Type: Curse

Effect: Induce endless sleep

The sleepwalking curse (incantation unknown) is a curse that is used to put an individual into a deep sleep from which they might never awaken, inducing a condition similar to that of somnambulism. This specific curse was placed on one of the five fabled Cursed Vaults, the Forest Vault, prompting the victims to mindlessly wander off into the Forbidden Forest, where the entrance to the Cursed Vault in question is believed to be located. This left students vulnerable to the various dangers which inhabited the forest.

Somnambulist Charm

Type: Charm

Effect: Causes sleepwalking

The Somnambulist Charm (incantation unknown) is a charm used to move unconscious people by inducing somnambulism, or sleepwalking. This spell is generally used on the seriously deranged.

Slippery Jinx

See also
Glisseo
Gripping Charm

Type: Jinx
Effect: Makes object slippery

The Slippery Jinx (incantation unknown) is a jinx that makes an object slippery and difficult to hold.

Slug-Vomiting Charm - Slugulus Eructo

346

Incantation: Slugulus Eructo (slug-YOU-lus eh-RUCK-toe)

Type: Curse

Wand movement:

Light: Green

Effect: Victim vomits slugs

"A loud bang echoed around the stadium and a jet of green light shot out of the wrong end of Ron's wand, hitting him in the stomach and sending him reeling backwards onto the grass... Ron opened his mouth to speak, but no words came out. Instead he gave an almighty belch and several slugs dribbled out of his mouth on to his lap."

—[HPatCoS]

The Slug-vomiting Charm (Slugulus Eructo) is a curse, that forces the victim to burp up slugs. They may also take on a sallow complexion as a side-effect. It is described as a green jet of light. Treacle fudge can cure the effects in a few seconds, although it will eventually wear off on its own.

Snitch Jinx

Type: Jinx

Effect: Causes boils to spell "SNEAK" on the face of a traitor

"No, they can't have done, because i put a jinx on that piece of parchment we all signed," said Hermione grimly. 'Believe me, if anyone's run off and told Umbridge, we'll know exactly who they are and they will really regret it.'

'What'll happen to them?' said Ron eagerly.

'Well, put it this way, said Hermione, 'it'll make Eloise Midgeon's acne look like a couple of cute freckles.'—[HPatOotP]

"...but not before everyone had seen that her face was horribly disfigured by a series of close-set purple pustules that had spread across her nose and cheeks to form the word 'SNEAK'."—[HPatOotP]

This jinx (incantation unknown) can be used as a safeguard against traitors within a group. place it on a piece of parchment signed by all members so that if any of them betrays the group, boils will form on his or her face across the cheeks and nose, forming the word "SNEAK".

Snowflake-Making Spell

348

Type: Charm

Wand movement: Wave wand at ceiling

Light: None

Effect: Makes it snow

"Ron was waving his wand very vaguely in the direction of the ceiling without paying the slightest bit of attention to what he was doing. [...]

'Ron, you're making it snow,' said Hermione patiently, grabbing his wrist and redirecting his wand away from the ceiling from which, sure enough, large white flakes had started to fall."—[HPathHBP]

The snowflake-making spell (incantation unknown) is a Weather-Modifying Charm that creates snow.

Snowfall Spell

Type: Charm

Wand movement: Point wand

Light: None

Effect: Creates snowstorms

Creator: Jacob's sibling

The Snowfall spell, also known as the Maxima snowflake-making spell (incantation unknown), is a stronger version of the Snowflake-making spell that creates snowstorms.

Amplifying Charm - Sonorus

Incantation: Sonorus (soh-NOHR-us)

Type: Charm

Wand movement: Direct at target

Light: None

Effect: Loudens target

"Ludo whipped out his wand, directed it at his own throat and said 'Sonorus!' and then spoke over the roar of sound that was now filling the packed stadium; his voice echoed over them, booming into every corner of the stands..."—[HPatGoF]

The Amplifying Charm (Sonorus) is a charm that can be used to amplify the targeted sound, be it a person's voice or a piece of equipment. The counter-charm to this spell is the Quietening Charm.

Sonorous Charm

Type: Charm

Light: Orange

Effect: Emits a magnified roar from the tip of the wand

The Sonorous Charm (incantation unknown) is a charm that emits a magnified roar from the tip of the wand. This noise disrupts all in its path, and can even be used to harm opponents.

See also
Revelio Charm
Revealing Charm
Scarpin's Revelaspell
Human-presence-revealing Spell

Incantation: Specialis Revelio
(spe-see-AL-isreh-VEL-ee-oh)
Type: Charm
Wand movement: Rap smartly
Light: None
Effect: Reveals spells cast on objects or
potions

"'Hey!' said Harry indignantly, as she pulled his copy of Advanced Potion-Making out of his bag and raised her wand. 'Specialis revelio!' she said, rapping it smartly on the front cover..."—[HPatHBP]

Specialis Revelio is the incantation of a charm that reveals any spells performed on objects or potions. It is a variation of the Revelio Charm.

Sponge-Knees Curse

See also

Jelly-Legs Curse

Softening Charm

Type: Curse

Effect: Causes the target's legs to become spongy

The Sponge-Knees Curse (incantation unknown) is a curse which makes the target's legs spongy, making it difficult for them to walk or stand.

Softening Charm - Spongify

352

Incantation: Spongify (SPUN-ji-fye)

Type: Charm

Wand movement:

Light: Purple or Orange

Effect: Softens objects

The Softening Charm (Spongify) is a charm that softens objects, making them rubbery and bouncy.

It is covered in *The Standard Book of Spells, Grade 1* by Miranda Goshawk.

Squiggle Quill

See also
Vermiculus

Type: Transfiguration
Effect: Transfigures writing quills into
worms

Squiggle Quill (incantation unknown) is a transforming spell that transfigures writing quills into worms.

Stamina Charm

354

Type: Charm

Effect: Increases stamina

The Stamina Charm (incantation unknown) is a charm that enhances and restores an individual's stamina.

Stella Cascadia

Incantation: Stella Cascadia

Type: Charm

Light: Golden

Effect: Creates a star-shower

Creator: Badeea Ali and Jacob's sibling

The Star Shower Spell (Stella Cascadia) is an Atmospheric Charm that creates a shower of stars. It can also be used on Portraits.

Stealth Sensoring Spell

356

Type: Charm

Effect: Detects those under magical disguise.

"I had Stealth Sensoring Spells placed all around my doorway after the last one got in, you foolish boy."—[HPatOotP]

The Stealth Sensoring Spell (incantation unknown) is a charm that detects those under magical disguise.

Sternius

Incantation: Sternius (STÉR-nee-us)

Type: Dark charm

Light: Green

Effect: Causes target to sneeze

Sternius is the incantation of a dark charm that causes the victim to continually sneeze. This spell is used in duelling to distract and weaken the opponent.

Stinging Jinx

358

Type: Jinx, Hex

Wand movement: Point wand at target

Light: White

Effect: Stings flesh

"He saw Hermione point her wand, not toward the outside, but into his face; there was a bang, a burst of white light, and he buckled in agony, unable to see. He could feel his face swelling rapidly under his hands as heavy footfalls surrounded him."

[...]

"What did you do to him?" Lucius asked Greyback. "How did he get into this state?"

"That wasn't us."

"Looks more like a Stinging Jinx to me," said Lucius."—[HPatDH]

The Stinging Jinx (incantation unknown), also known as the Stinging Hex is a dark charm that can be used to sting the victim's flesh, producing a red brand like a scorch mark and causing swelling.

The Stinging Jinx causes severe pain and swelling to the victim.

Stream of Flames

Type: Charm

Wand movement: Point wand at target

Light: Violet

Effect: Stream of flames

The Stream of Flames (incantation unknown) is a charm which allows the caster to produce a flow of purple fire from the tip of their wand.

Stretching Jinx

360

Type: Jinx

Wand movement:

Light: None

Effect: Stretches the target

"'You're like Ron,' she sighed, looking him up and down. 'Both of you look as though you've had Stretching Jinxes put on you. i swear Ron's grown four inches since i last bought him school robes.'—[HPatHBP]

The Stretching Jinx (incantation unknown) is a jinx which stretches the target.

Stunning Spell - Stupefy

Incantation: Stupefy (STEW-puh-fye)

Type: Charm

Wand movement:

Light: Red

Effect: Renders target unconscious

"'STUPEFY!' roared twenty voices — there was a blinding series of flashes and Harry felt the hair on his head ripple as though a powerful wind had swept the clearing. Raising his head a fraction of an inch he saw jets of fiery red light flying over them from the wizards' wands, crossing one another, bouncing off tree trunks, rebounding into the darkness —" [HPatGoF]

The Stunning Spell (Stupefy), also known as the Stupefying Charm, or Stunner for short, is a charm that stuns the target, rendering them unconscious. This charm is exceptionally useful in duelling, as it can quickly end a duel without causing lasting damage.

The spell also has the ability to halt moving objects. The counter-charm to the Stunning Spell is the Reviving Spell. However, it can also be defended against with the Shield Charm. Stupefy Duo is a more powerful variant of the spell.

The Stunning Spell is used to instantly render a target unconscious without causing lasting damage. The use of multiple Stunning Spells simultaneously will amplify the effect. This is particularly useful towards creatures with spell resistance, such as dragons, trolls, acromantulas, giants and half-giants, but may result in injury for ordinary individuals.

Stunning Spells are also ineffective against Matagots, which will simply multiply and become hostile if the spell is used on them.

Supersensory Charm

362

Type: Charm

Effect: Superior perception

"I only forgot to look in the wing mirror, and let's face it, I can use a Supersensory Charm for that."—[HPatDH]

The Supersensory Charm (incantation unknown) is a charm that gives the target enhanced senses, allowing them to more easily perceive their surroundings.

Surgito

See also
Counter-spell
General Counter-Spell
Reviving Spell

Incantation: Surgito (SUR-jee-toh)
Type: Counter-charm
Effect: Removes enchantments

Surgito is the incantation of a counter-charm that can be used to remove an enchantment.

Switching Spell

364

Type: Transfiguration

Wand movement:

Light: White

Effect: Switches two objects

"Well, there are Switching Spells... but what's the point of Switching it? Unless you swapped its fangs for wine-gums or something that would make it less dangerous..."

—[HPatGoF]

The Switching Spell (incantation unknown) is a transfiguration spell used to swap one thing for another.

Table Trouble

Type: Transfiguration

Effect: Acidifies table surfaces

Table Trouble (incantation unknown) is a transforming spell that transfigures table surfaces to become like acid, causing any object resting on those surfaces to melt into them.

Type: Jinx

Light: None

Effect: When a word is spoken, the caster is alerted and protective enchantments around the speaker are weakened

"No! Sorry, but the name's been jinxed, Harry, that's how they track people! Using his name breaks protective enchantments, it causes some kind of magical disturbance — it's how they found us in Tottenham Court Road!... It was only people who were serious about standing up to him, like Dumbledore, who even dared use it. Now they've put a Taboo on it, anyone who says it is trackable — quick-and-easy way to find Order members!"—[HPatDH]

The Taboo (incantation unknown) is a powerful jinx which designates a word as a key to revealing the speaker's location.

The Taboo works in a similar manner to the Trace spell, but rather than being triggered when any magic at all is used, it is triggered when a certain specific word is spoken. It works regardless of the age of the speaker and disables some weaker protective magical enchantments.

If the speaker is in a building protected by the powerful Fidelius Charm, it will not break the charm.

Tail-Growing Spell

Type: Dark charm

Effect: Gives the victim a tail

"I also had a few special editions printed for my dear sisters, which unfortunately contained a few misprints that led to quite a few comical mishaps! But Romilda's tail has vanished now, and we're all friends again."—[Book of Spells]

This spell (incantation unknown) causes the victim to grow a tail.

See also

Babbling Beverage

Babbling Curse

Talking mirror

Dedalus Diggle's pocket watch.

Type: Charm

Effect: Imbue an object with speech

"Harry had to admit that the poster was not quite as funny after an hour or two, especially when the talking spell had started to wear off, so that it merely shouted disconnected words like 'Dung' and 'Umbridge' at more and more frequent intervals in a progressively higher voice."—[HPatOotP]

A talking spell (incantation unknown) is a charm which gives an object the ability to perform speech.

Dancing Feet Spell - Tarantallegra

Incantation: Tarantallegra (ta-**RON**-ta-**LEG**-gra)

Type: Charm

Wand movement:

Light: Red or Purple

Effect: Sends legs out of control

"Malfoy pointed his wand at Harry's knees, choked, "Tarantallegra!" and the next second Harry's legs began to jerk around out of his control in a kind of quickstep."

—[HPatCoS]

The Dancing Feet Spell (Tarantallegra) is a charm that makes a target's legs spasm wildly out of control, making it appear as though they are dancing. It works on both living and inanimate targets, so long as it has legs.

Talon-Clipping Charm

370

Type: Charm

Effect: Clips talons

"Here, Harry pulled down every book he could find on dragons, and both of them set to work searching through the large pile. 'Talon-clipping by charms ..."—[HPatGoF]

This charm (incantation unknown) clip the talons of a clawed animal. It is primarily used in dragon care.

Teeth-Straightening Spell

Type: Charm

Effect: Straightened teeth

This spell (incantation unknown) is a charm used to straighten crooked teeth.

Teleportation Spell

372

Type: Magical transportation

Wand movement: Wave wand

Effect: Makes objects teleport elsewhere

"Harry extracted his cloak from his trunk with some difficulty, trying not to show Dumbledore the mess within. When he had stuffed it into an inside pocket of his jacket, Dumbledore waved his wand and the trunk, cage, and Hedwig vanished."

—[HPatHBP]

This is a spell (incantation unknown) that vanishes objects which then appears elsewhere.

Tempest Jinx

See Also

Type: Jinx

Gellert Grindelwald's lightning bolt spell

Wand movement: Overhand wave

Lightning spell

Light: Blue

Effect: Strikes target(s) with lightning bolts

"Still driving the carriage, Grindelwald swirls his wand in the air toward the surrounding storm clouds. One by one, forks of lightning strike the broomstick riders, knocking each in turn from the sky."—[FBtCoG]

The Tempest Jinx, (also known simply as "Tempest") (incantation unknown) is an atmospheric jinx that causes bolts of lightning to strike from a cloudy sky at the target.

Tentaclifors

374

Incantation: Tentaclifors

Type: Transfiguration, Dark charm

Light: Purple

Effect: Turns victim's head into tentacle

Tentaclifors is the incantation of a dark charm that transfigures the head of the targeted witch or wizard into a tentacle.

Tergeo

Incantation: Tergeo (ter-GEE-o)

Type: Charm

Wand movement: Point wand at target

Light: None

Effect: Cleans up objects

"... and withdrew a revolting-looking handkerchief that he had used to clean out the oven earlier. Hastily pulling out his wand, he pointed it at the rag and said, "Tergeo." The wand siphoned off most of the grease. Looking rather pleased with himself, Ron handed the slightly smoking handkerchief to Hermione."—[HPatDH]

The Wiping Spell (Tergeo) is the incantation of a cleaning spell used to siphon liquids such as blood, dust or grease, and to clean objects.

Type: Charm

Effect: Detects magical activity around underage witches and wizards

"Second problem: You're underage, which means you've still got the Trace on you."

"I don't —"

"The Trace, the Trace!" said Mad-Eye impatiently. "The charm that detects magical activity around under-seventeens, the way the Ministry finds out about underage magic! If you, or anyone around you, casts a spell to get you out of here, Thicknesse is going to know about it, and so will the Death Eaters."—[HPatDH]

The Trace (incantation unknown) is a charm which allows the Ministry to know of magic cast in the vicinity of wizards and witches who are under seventeen years of age.

When any magical activity is performed in the vicinity of the underage individual, the Improper Use of Magic Office within the Ministry of Magic is alerted to the spell that was used, and to the location of the caster and the time it was cast. The charm allows the Ministry to track underage magic, which is banned under the Decree for the Reasonable Restriction of Underage Sorcery. The Trace automatically breaks upon a wizard or witch's seventeenth birthday.

Thief's Curse

See also
Anti-Theft Charm

Type: Curse
Effect: Punishes those who keep an item
for too long without paying for it

"and I would advise you to buy it, because if you read it too long without handing over money you will find yourself the object of a Thief's Curse."

—[Quidditch Through the Ages]

The Thief's Curse (incantation unknown) is a curse that can be applied to books. Its effect is not fully understood, but it activates if someone tries to read a book for too long without paying for it.

Thief's Downfall

378

Type: Charm

Effect: Lifts enchantments and all forms of magical concealment

"The Thief's Downfall! It washes away all enchantment, all magical concealment! They know there are impostors in Gringotts, they have set off defences against us!"
—[HPatDH]

The Thief's Downfall (incantation unknown) is one of the many defensive enchantments employed at Gringotts Wizarding Bank.

A waterfall that can be released over the track at Gringotts that has the effect of washing away all enchantment, all magical concealment.

Tickling Hex - Titillando

See also
Tickling Charm

Incantation: Titillando (ti-tee-LAN-do)

Type: Hex

Wand movement:

Light: Purple

Effect: Tickles and weakens

The Tickling Hex (Titillando), also known as the Tickling Spell, is a hex that tickles and subsequently weakens the target. The spell itself resembles purple hands that tickle the target.

Toenail-growing Hex

380

See also
Densaugeo
Engorgement Charm
Engorgio Skullus

Type: Hex
Effect: Causes its victim's toenails to grow
alarmingly fast
Creator: Severus Snape

"Harry had already attempted a few of the Prince's self-invented spells. There had been a hex that caused toenails to grow alarmingly fast (he had tried this on Crabbe in the corridor, with very entertaining results)..."—[HPatHBP]

This hex (incantation unknown) is used to cause the victim's toenails to grow at an alarmingly fast rate.

This hex was invented by Severus Snape and recorded in his copy of Advanced Potion-Making during his school years at Hogwarts School of Witchcraft and Wizardry.

Transmogrifian Torture

See also
Transmogrify

Type: Curse

Wand movement:

Effect: Tortures, possibly by transfiguring
the target to death

"It was definitely a curse that killed her - probably the Transmogrifian Torture. I've seen it used many times, so unlucky I wasn't there, I know the very counter-curse that would have saved her..."—[HPatCoS]

The Transmogrifian Torture (incantation unknown) is a curse which presumably tortures its victims to death overtime.

Tree Animating Jinx

382

See also
Piertotum Locomotor

Type: Jinx
Effect: Makes trees come alive

A jinx (incantation unknown) that makes trees come alive and walk with their roots, causing violence and destruction towards anything in their path, including the caster that has created them.

Trip Jinx

Type: Jinx

Wand movement:

Light: Red or purple

Effect: Trips victim

"Something caught him around the ankles and he fell spectacularly, skidding along on his front for six feet before coming to a halt. Someone behind him was laughing. He rolled over on to his back and saw Malfoy concealed in a niche beneath an ugly dragon-shaped vase. 'Trip Jinx, Potter!'—[HPatOotP]

The Trip Jinx (incantation unknown) is a jinx used to make people trip and fall over.

Twitchy-Ears Hex

384

Type: Hex

Effect: Makes victim's ears twitch

"After all, being struck with a Twitchy-Ears Hex or Jelly-Legs Jinx has a wonderful way of focusing the mind on learning to defend itself."—[Book of Spells]

The Twitchy-Ears Hex (incantation unknown) is a hex which causes the victim's ears to twitch.

Umbrella Spell

Type: Charm

Wand movement: Raise wand

Light: Blue

Effect: Shields caster from rain

"As FRANK flaps his wings, his habitat fills with a torrential downpour, thunder and lightning. NEWT uses his wand to create a magical umbrella, shielding him from the rain."—[FBaWtFT]

This spell (incantation unknown) is a charm that creates a magical umbrella, shielding the caster from the rain.

It is cast by raising one's wand, its tip pointing upwards towards the sky, and uttering (or concentrating on) an incantation, which will produce a semi-transparent, bluish umbrella of magical energy.

Unbreakable Charm

386

Type: Charm

Effect: Makes object unbreakable

"Hermione took the glass jar back from Ron and smiled at the beetle, which buzzed angrily against the glass. I've told her I'll let her out when we get back to London, said Hermione. 'I've put an Unbreakable Charm on the jar...'—[HPatGoF]

The Unbreakable Charm (incantation unknown) is a charm that makes an object unbreakable.

Unbreakable Vow

See also
Binding magical contract
Blood pact

Type: Binding magical contract
Wand movement: Place wand between hands
Light: Red
Effect: Magical vow, that is fatal if broken

"Certainly, Narcissa, I shall make the Unbreakable Vow," he said quietly. 'Perhaps your sister will consent to be our Bonded.' [...] they grasped right hands.

'You will need your wand, Bellatrix,' said Snape coldly. [...] and placed the tip of her wand on their linked hands.

Narcissa spoke.

'Will you, Severus, watch over my son Draco as he attempts to fulfil the Dark Lord's wishes?'

'I will,' said Snape.

A thin tongue of brilliant flame issued from the wand and wound its way around their hands like a red-hot wire.

'And will you, to the best of your ability, protect him from harm?'

'I will,' said Snape.

A second tongue of flame shot from the wand and interlinked with the first, making a fine, glowing chain.

'And, should it prove necessary... if it seems Draco will fail...' whispered Narcissa (...), 'will you carry out the deed that the Dark Lord has ordered Draco to perform? [...]

'I will,' said Snape.

Bellatrix's astounded face glowed red in the blaze of a third tongue of flame, which shot from the wand, twisted with the others and bound itself thickly around their clasped hands, like a rope, like a fiery snake."—[HPathBP]

An Unbreakable Vow (incantation unknown) is a type of binding magical contract cast between two parties, that if broken by either party, will result in the imminent death of whoever broke the contract.

The two parties has to be kneeling or standing opposite each other and clasping each other's right hands. A third party holds their wand, standing quite close to the pair holding hands, and places the tip of their wand onto the linked hands, acting as the witness. Then, the first will ask a certain number of vows of the other, whereupon each time the second accept a term, a thin stream of fire will emit from the witness's wand, weaving around the hands of the pair taking the vows. Upon the vow being completed, if the one who accept the terms breaks any of them, they will die.

Unplottability

388

Type: Charm

Effect: Removes a location from plain sight or a map

"...they'll have made it Unplottable — 'Come again?' 'Well, you can enchant a building so it's impossible to plot on a map, can't you?'—[HPatGoF]

Unplottability refers to the deliberate magical concealment of several places around the world.

Unplottable locations are either magically hidden from plain sight or simply removed from maps. One of the main reasons for Unplottability is for individual safety and the protection of certain secrets, particularly schools of magic.

A Masking Spell can be used to achieve unplottability.

A witch or wizard can use magic to make themselves untraceable, that is, impossible to be found by magic. Owls can still find the recipient of letters, but no one can follow the owl to discover where that person is.

Unsupported Flight

Type: Magical transportation

Effect: Allow a witch or wizard to fly unaided

Creator: Lord Voldemort

"And then Harry saw him. Voldemort was flying like smoke on the wind, without broomstick or thestral to hold him, his snake-like face gleaming out of the blackness, his white fingers raising his wand again"—[HPatDH]

This form of flight (incantation unknown) is a spell that allows a witch or wizard to fly without the use of a broomstick or other form of support.

Vacuum Cleaner Spell

390

Type: Charm

Wand movement: Move wand over object

Light: None

Effect: Cleans an object like a vacuum cleaner

"'Well, really!' said Madam Malkin, snatching up the fallen robes and moving the tip of her wand over them like a vacuum cleaner, so that it removed all the dust."

—[HPatHBP]

This spell (incantation unknown) is a charm used to clean any object using the wand like a vacuum cleaner.

Ventus

See also
Hot Air Charm

Incantation: Ventus (VEN-tuss)
Type: Charm
Wand movement:
Light: Grey
Effect: Jet of spiralling wind

The Windy Spell (Ventus) is a charm which shoots a jet of strong, spiralling wind from the tip of the wand.

This cyclone is able to blow away heavy objects or even people. The wind can also entrap people, preventing them from leaving due to the violent wind speed.

Ventus Duo and Ventus Tria are stronger versions of this spell, creating far more violent gusts of wind.

Duo - Ventus - Tria

Incantation: Ventus Duo
Type: Charm

Effect: Creates a stronger jet of wind
compared to Ventus

Incantation: Ventus Tria
Type: Charm

Effect: Creates a stronger jet of wind
compared to Ventus Duo

Ventus Duo is the incantation of a stronger variant of the spell Ventus. The spell creates a stronger jet of spiralling wind than the standard version, which can cause more damage to an opponent in a wizard's duel.

Ventus Tria is the incantation of a stronger variant of the spell Ventus. The spell creates a stronger jet of spiralling wind than either the standard version or Ventus Duo, which can cause more damage to an opponent in a wizard's duel.

Vera Verto

392

Incantation: Vera Verto (vair-uh VAIR-toh)

Type: Transfiguration

Wand movement:

Light: Crystal clear

Effect: Transform animals into water goblets

Vera Verto is the incantation of a Transfiguration spell used to transform an animal into a water goblet. Animals susceptible to this spell are specifically aves, rats, and felines.

To perform the spell, one must tap the targeted animal three times sharply with their wand and then point their wand directly at the animal, incanting Vera Verto.

Verdillious

See also
Verdimillious Charm
Green Sparks

Incantation Verdillious

(vur-DILL-ee-us)

Type: Charm

Light: Green

Effect: Causes the wand tip to burn like a sparkler whilst damaging an opponent

Verdillious is the incantation of a charm that causes the wand tip to light up like a flare, exuding green light, sparks and smoke to damage an opponent.

Verdimillious Charm

394

Incantation: Verdimillious (vur-duh-MILL-ee-us)

Type: Charm

Wand movement: Forwards slash

Light: Green

Effect: Emits green sparks from the wand that can: Do damage to opponents, Reveal hidden things

The Verdimillious Charm (Verdimillious) is a charm that emits green sparks from the wand. These sparks can be used to reveal objects hidden by Dark Arts and can be used offensively in a duel.

Verdimillious Duo

Incantation: Verdimillious (VUR-duh-MILL-ee-us)

Type: Charm

Wand movement: Forwards slash

Light: Green

Effect: Emits green sparks that can: Do damage to an opponent, Reveal hidden objects

The Verdimillious Duo Spell (Verdimillious) is a charm that emits green sparks from the tip of the wand. It is a more powerful version of the Verdimillious Charm.

Vermiculus

Incantation: Vermiculus (vur-MICK-yoo-luhs)

Type: Transfiguration, Jinx

Wand movement: Point wand at target

Light: Yellow

Effect: Turns things into worms

Vermiculus is the incantation of a transforming jinx used to transfigure things into worms.

Vampyr Mosps are especially susceptible to this spell, and any spell cast on them whilst they are in their transformed state will cause them to explode in a flash of bright colours.

Incantation: Vermillious (vur-MILL-ee-us)

Type: Charm

Wand movement:

Light: Red

Effect: Jet of red sparks

"Get yer wands out an' practice now — that's it — an' if anyone gets in trouble, send up red sparks, an' we'll all come an' find yeh — so, be careful — let's go."—[HPatPS]

Red Sparks (Vermillious) is a charm that precipitates a jet of red sparks from the tip of the wand, something that might be useful to signal an emergency and call for help. It can also be used offensively as a minor duelling spell, but it is not effective against armoured or metallic opponents. It is covered in the book *The Dark Forces: A Guide to Self-Protection* by Quentin Trimble.

Vermillious Duo and Vermillious Tria are more powerful versions of Red Sparks.

Duo - Vermillious - Tria

Incantation: Vermillious Duo
(ver-MILL-ee-us DOO-oh)

Type: Charm

Light: Red

Effect: Jet of red sparks

Incantation: Vermillious Tria
(vur-MILL-ee-us TREE-uh)

Type: Charm

Wand movement: Downwards slash

Light: Red

Effect: Jet of red sparks

Vermillious Duo is the incantation of a charm that produces a jet of red sparks that can be used offensively in duelling. It is a more powerful version of Red Sparks, but it is not as powerful as Vermillious Tria.	Vermillious Tria is the incantation of a charm that produces a jet of red sparks that can be used offensively in duelling. It is the most powerful version of Red Sparks.
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Vipera Evanesca

Incantation: Vipera Evanesca
(vee-PARE-uh eh-vuh-NES-kuh)

Type: Vanishment

Wand movement:

Light: Black smoke

Effect: Vanishes snakes

"Snape stepped forward, waved his wand, and the snake vanished in a small puff of black smoke."—[HPatCoS]

The Snake-Vanishing Spell (Vipera Evanesca) is a transfiguration spell that vanishes snakes. As such, it can be used as a counter-spell for the Snake Summons Spell, the fire to snake spell, or likely any other spell that produces snakes.

Vomitare viridis

398

Incantation: Vomitare Viridis (va-meh-TAIR VEER-eh-dis)

Type: Charm

Wand movement: Point wand at target

Light: Green

Effect: Causes target to vomit

Vomitare Viridis is the incantation of a charm that causes the victim to vomit.

Vulnera Sanentur

Incantation: Vulnera Sanentur (VUL-ner-ah sah-NEN-tour)

Type: Healing spell, Counter-curse, Charm

Wand movement: Trace wand over wounds

Light: None or green

Effect: Slows blood flow, Clears residue, Knits wounds

"...he knelt over Malfoy, drew his wand and traced it over the deep wounds Harry's curse had made, muttering an incantation that sounded almost like song. The flow of blood seemed to ease; Snape wiped the residue from Malfoy's face and repeated his spell. Now the wounds seemed to be knitting."

[...] When Snape had performed his counter-curse for the third time, he half lifted Malfoy into a standing position.

"You need the hospital wing. There may be a certain amount of scarring, but if you take dittany immediately we might avoid even that ... come ..."—[HPatHBP]

Vulnera Sanentur is the song-like incantation of a healing spell which is used to heal deep wounds, which can also be used as the counter-curse for the curse Sectumsempra.

For maximum effect of the spell, the incantation has to be repeated thrice; firstly slowing the flow of blood to prevent death by exsanguination; the second to clear residue and begin to heal the wounds; and the third to fully knit the wounds, although dittany has to be applied to prevent scarring.

Body parts that have been completely removed with Sectumsempra can not be restored even using this spell.

Projectile Jinx - Waddiwasi

400

See also
Oppugno Jinx

Incantation: Waddiwasi
(wah-deh-WAH-see)

Type: Jinx

Wand movement:

Light: None

Effect: Propels wad at the target

"'This is a useful little spell,' he told the class over his shoulder. 'Please watch closely.' He raised the wand to shoulder height, said 'Waddiwasi!' and pointed it at Peeves. 'With the force of a bullet, the wad of chewing gum shot out of the keyhole and straight down Peeves's left nostril; he whirled right way up and zoomed away, cursing.'—[HPatPoA]

The Projectile Jinx (Waddiwasi) is a jinx that can be used to propel a small wad of material at high velocity.

Wall Trapping Spell

See also
Portrait Curse

Type: Dark charm
Effect: Traps an individual within a wall

This spell (incantation unknown) is a dark charm that can capture the victim of it inside a wall.

Washing up Spell

402

Type: Charm

Wand movement: Casual flick of wand

Light: None

Effect: Cleans dishes

"She flicked her wand casually at the washing-up in the sink which began to clean itself, clinking gently in the background."—[HPatCoS]

This spell (incantation unknown) enchants dirty dishes to wash themselves.

Water-Heating Spell

See also
Fire-Making Spell
Hot Air Charm

Type: Charm
Wand movement: Tap target with wand
Light: None
Effect: Instantly heat water

"Lupin tapped the kettle with his wand and a blast of steam issued suddenly from the spout."—[HPatPoA]

This spell (incantation unknown) is a charm that is used to instantly heat water.

Weakening Hex

404

Type: Hex

Effect: Impairs foes

The Weakening Hex (incantation unknown) is a hex that impairs foes and reduces the damage they can cause via their spell casting.

Levitation Charm - Wingardium Leviosa

Incantation; Wingardium Leviosa (wing-GAR-dee-um leh-vee-OH-sa)

Type: Charm

Wand movement:

Light: None

Effect: Makes objects levitate

Creator: Jarleth Hobart (1544)

"'Wingardium Leviosa!' he shouted, waving his long arms like a windmill.

"You're saying it wrong,' Harry heard Hermione snap. 'It's Wing-gar-dium Levi-o-sa, make the 'gar' nice and long.'—[HPatPS]

The Levitation Charm (Wingardium Leviosa) is a charm used to make objects fly, or levitate.

"There are a number of lesser variations of the Levitation Charm, such as: the Hover Charm, the Rocket Charm, and the Floating Charm, but the Levitation Charm remains the original and best."—[Book of Spells]

"The Levitation Charm was invented in 1544 by warlock Jarleth Hobart who mistakenly believed that he had at last succeeded in doing what wizardkind had so far failed to do, and learnt to fly."—[Book of Spells]

The Levitation Charm was first developed in the sixteenth century, and warlock Jarleth Hobart is credited with its creation.

Almost anything can be lifted with this spell, although the object levitated depends on the skill of the caster and the weight of the object.

The effects of this charm can be reversed with the General Counter-Spell.

Yellow Special Jinx

406

Type: Special Jinx

Wand movement:

Light: Yellow

Effect: Provokes damage on the opponent.

The yellow Special Jinx (incantation unknown) is one of the four Special Jinxes, alongside the red, the blue and the green Special Jinxes.

This jinx emits a large blast of yellow light from the tip of the caster's wand, which makes no noise at all. Of all the Special Jinxes this one seems to be the only that makes no noise, making it more subtle and hard to dodge. It is, for this reason, used in duelling.

